CHEMICARDS IS CURRENTLY IN DEVELOPMENT!

CHEMICARDS Progress:

Total Cards Completed: 160
Approximate Total Cards In Chemicards: *1,268*
Total Official Uno Versions Represented: *1,123*
Total Alternate Gamemodes: *17*

Uno Amalgam Rules (WIP)
If you wanna know more, you gotta go watch and like the Amalgam video(s). You gotta.

NOTICE:

THIS DOCUMENT IS NOT FINAL AND NOT AN ACCURATE REPRESENTATION OF HOW THE FINAL CHEMICARDS RULEBOOK WILL LOOK, FEEL, OR SOUND. While reading this document, information may appear disorganized and all over the place, and this is because information was added to this document in the order it was covered within the Uno Amalgam Youtube series. This essentially means the information was added in a random order. Rest assured the FINAL rulebook, not this document, will be properly organized and infinitely more digestible. This document is simply meant to contain all of the necessary information in one place to help me develop the game and to help others see the rules in their entirety. If you're ever confused about a certain mechanic or see a word mentioned that you don't know the meaning of, "Control F" will be your best friend while reading this document! You're in for a nonsensical ride either way! Thanks for your patience and understanding! Good luck diving into this rabbit hole!

LET IT BE KNOWN, that essentially every mechanic, card, and gameplay feature listed in this rules doc is either a direct translation from a REAL existing Uno version, or has its roots derived and adapted from a REAL existing Uno version. If any of these mechanics seem absurd, just know that Mattel made them first.

THIS DOCUMENT IS GOING THOUGH CHANGES. Things will be getting rearranged to resemble what the final rulebook will look like just a little bit more.

OFFICIAL CHEMICARDS VARIANTS OF SYMBOL DESCRIPTIONS AND OTHER GENERAL MECHANICS ARE GETTING ADDED SLOWLY. These versions of the rules will be written out in purple, just like this sentence is. All Chemicards-specific terminology and vocabulary will have its own dedicated section in the rulebook for reference when needed. If you are interested in helping with this project I encourage you to compare and contrast the original and Chemicards version of each mechanic and let me know if there are any mistakes that haven't been addressed in the Uno Amalgam Youtube series or livestreams. Other assistance such as grammar, spelling, and format checking is also welcome. If you find anything worth notifying me about, feel free to let me know in the Discord server, emailing me, (links in my Youtube channel description) or by leaving a comment on any of my videos.

Base Uno Rules:

Setup
The game is for 2-10 players, ages 7 and over. Every player starts

with seven cards, and they are dealt face down. The rest of the cards are placed in a Draw Pile face down. Next to the pile a space should be designated for a Discard Pile. The top card should be placed in the Discard Pile, and the game begins!

Game Play
The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views their cards and tries to match the card in the Discard Pile. You have to match either by the number, color, or the symbol/Action. For instance, if the Discard Pile has a red card that is an 8 you have to place either a red card or a card with an 8 on it. You can also play a Wild card (which can alter current color in play).

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, the game moves on to the next person in turn. You can also play a Wild card, or a Wild Draw Four card on your turn.

Note: If the first card turned up from the Draw Pile (to form the Discard Pile) is an Action card, the Action from that card applies and must be carried out. The exceptions are if the Wild or Wild Draw Four cards are turned up, in which case – Return them to the Draw Pile, shuffle them, and turn over a new card. At any time, if the Draw Pile becomes depleted and no one has yet won the round, take the Discard Pile, shuffle it, and turn it over to regenerate a new Draw Pile.

There are two different ways to play regarding drawing new cards. The Official Uno Rules states that after a card is drawn the player can discard it if it is a match, or if not, play passes on to the next player. The other type is where players continue to draw cards until they have a match, even if it is 10 times.

The game continues until a player has one card left. The moment a player has just one card they must yell “UNO!”. If they are caught not saying “Uno” by another player before any card has been played, the player must draw two new cards. Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again.
Action Cards: Besides the number cards, there are several other cards that help mix up the game. These are called Action or Symbol cards.

- Reverse – If going clockwise, switch to counterclockwise or vice versa. If there are only two players playing, this functions as a Skip.
- Skip – When a player places this card, the next player has to skip their turn. If turned up at the beginning, the first player loses their turn.
- Draw Two – When a person places this card, the next player will have to pick up two cards and forfeit their turn.
- Wild – This card represents all four colors, and can be placed on any card. The player has to state which color it will represent for the next player. It can be played regardless of whether another card is available.
- Wild Draw Four – This acts just like the wild card except that the next player also has to draw four cards. With this card, you must have no other alternative cards to play that matches the color of the card previously played. If you play this card illegally, you may be challenged by the other player to show your hand. If guilty, you need to draw 4 cards. If not, the challenger needs to draw 6 cards instead.
- Wild Swap Hands — This acts as a Wild card except all players give their current hand to the player on their left before resuming play.

Scoring
When a player no longer has any cards and the game ends, they receive points. All opponents’ cards are given to the winner and points are counted. All number cards are the same value as the number on the card (e.g. a 9 is 9 points). “Draw Two" – 20 Points, “Reverse" – 20 Points, “Skip" – 20 Points, “Wild" – 50 Points, and “Wild Draw Four" – 50 Points. The first player to attain 500 points wins the game. (Scoring to be expanded upon towards the end of the project.)

Alternative Gameplay
This is the alternative Uno gameplay proposed by Mattel. This is done by keeping a running tally of the total points left in each player’s hand at the end of each round. Players reaching 500 points (or any designated amount) are slowly eliminated until only two are left. The final two players then challenge each other (under Two Player rules) until someone reaches 500 points and loses. (Other cards to be calculated at the end of the project.)

New Chemicards Content:

NEW CHEMICARDS CONTENT STARTS HERE

New General Rules:

General Info:

1. The age range of the game is 3-107.
2. The game has a minimum player count of three, unless all rules relating to the Showdown mechanic are removed via house rules, in which case the minimum player count is two. The max player count is 16.

Game Setup:

1. Before the game begins, feel free to practice playing games of “paper football” using the cards. Hone your skills!
2. All props should be placed near the center of the play area before starting the game.
3. The D12 should be set to 3 and remain as such until an effect instructs you to interact with it.
4. At the beginning of the game, each player must choose a character card. Unchosen characters will not be needed in the game. Place this card in front of yourself.
5. At the start of the game, each player must choose a Companion Creature card and place it near their Character card.
6. All enemy, event, location, and item cards are shuffled together to form the danger deck. Place the danger deck near the center and designate a place for a corresponding danger discard pile.
7. There are two major draw piles, one of which is only Customizable Wild cards.
8. The Boost Bar: The Boost Bar contains 4 Skip cards, four Draw 2 cards, a Wild card, and a Wild Draw 4 card. These cards will all be placed near the center of the play area.
9. Before the game starts you can choose any number between 5 and 15 to be the number of cards people start with.
10. Choosing the Dealer: At the start of the game, all players must draw a card off the top of the unshuffled draw pile and reveal it. The player with the highest number is the dealer, and is responsible for shuffling the deck and dealing 7 cards to each player before the game begins. Cards without numbers don’t count. Cards used in this sequence of events are placed back in the draw pile before the pile is shuffled. If there’s a tie for the highest number, the player whose birthday is closest to july 31st deals.
11. Pass 3 Cards Rule: At the start of the game, once all players have their hand, before the first player takes their turn, all players must give three cards of their choice to the player on their left.
12. There are four total Discard piles.
13. At the start of the game, the four tower cards should be placed near the center of the play area.
14. At the start of the game, place the Token card near the center.
15. Each player is dealt a life card.
16. At the start of the game each player receives a Mercy/No Mercy Expansion card. They must then choose which side of the card they want to have access to during the game.
17. Each player is given a 20 card stack from the main draw pile. This stack is placed in front of them and functions as their burn pile.
18. At the start of the game, you are given a random Movement card.
19. Players are assigned a number using their Life cards. Each life card will contain a number. When dealing out the Life cards, be sure to only use the appropriate numbers for your group. For example if you have ten players, don’t use the Life cards labeled 11-16. Use these numbers when randomly selecting players with dice.
20. The youngest player must start the game as the King. They gain the King card. This can be placed near their character card. They then must choose another player to be the Jester. That player gains the Jester card and places it near their character card.
21. You can choose any number between 0 and 5 cards to be the penalty draw for forgetting to say Uno.
22. The four cards that are turned up at the beginning of play have all of their effects nullified and do not trigger.
23. The player who starts the game should be chosen at random. Use the appropriate die to choose a player.

Gameplay:

General:

Important Rules To Remember:

1. If a mechanic or rule is forgotten by all players at any time, the rule is nullified.
2. If a mechanic is physically impossible to carry out for any reason, the effect is nullified.
3. If any mechanical interaction would cause a math error or an impossible situation to resolve, all effects in the interaction are nullified.

4. When selecting a random player with a die, use whichever die is appropriate for your player count. When rolling, if you roll a number that nobody has, reroll the die.
5. If your position at the table is changed or swapped, your character cards, burn pile, bean pile, and other card types you have in front of you must go with you to your new position.
6. If you encounter a situation where an effect would force you to interact with a non-whole number amount of cards, always round up to the nearest whole number before executing the effect unless the effect says otherwise.
7. If multiple effects are active at the same time and they both apply different effects to the same thing, the most recently played effect takes priority.
8. Some cards may ask you to do truth or dare-style challenges. Unless otherwise specified, you may always chicken out and draw 4 cards instead.
9. Some symbols are subjective in nature when it comes to when they're completed or resolved. If this is the case, it is up to the group to decide on whether the effect is resolved or not.
10. If at any point any discard pile has approximately 20 or more cards, leave the top card as the start of that pile and set the rest of the cards off to the side (dissipate). These cards can be shuffled back into the game if the draw pile runs out.
11. If the draw pile runs out of cards, or if the discard piles become too unwieldy, shuffle the cards in all discard piles into a new draw pile, except for the top card of each discard pile.

The Draw Pile:

1. In the event the draw pile runs out of cards, take the top card of each discard pile and place it as the start of the four new discard piles. The remaining cards all get shuffled together into one massive new draw pile.

The Discard Piles:

1. If a player causes a spill where any of the discard piles become disorganized or fall over, that player needs to draw 2 cards for each instance of this occurring.
2. When any of the discard piles become disorganized or fall over, the entire discard pile is set off to the side except for the two cards which were previously on top of the toppled pile. These two cards form the start of the replacement discard pile, while the rest of the cards are effectively removed from the game until the draw pile runs out of cards. It is at this point these cards would be shuffled into a new draw pile.

Character Cards:

1. The character card contains the characters name, their special ability, and their character abilities. Special abilities can be used once per turn or whenever they're triggered, and character abilities are used when the corresponding ultimate modifier is played by you. Follow the rules on the card when any of these are used to perform the corresponding action.

Your Turn:

1. At the start of each turn, roll the D4. Whichever number you roll is the number of the discard pile you're not allowed to use during your turn. Be sure to designate which discard pile is which before the game begins.
2. When your turn is complete, you must say "Madness" so the next player knows it's their turn. If you play your second to last card, you say "Uno" instead of "Madness." Because there is no punishment for failing to say "Madness" itself, players are not required to do so, especially if they have been silenced by an effect.
3. The Mercy/No Mercy Coin: You can only use the card once per game, and you can only use the no mercy side on your turn, while the mercy side can be used any time. If you use the Mercy side, you can discard your entire hand and draw 7 new cards. Effectively a hand reset. You can also use this ability if you would have lost a life or been eliminated by the mercy rule. If you use the No Mercy side, you can play it to double the amount of cards drawn from any draw card you play. This even applies when stacking. (This only applies to traditional "draw cards" AKA cards that can be stacked, and is not effective with other cards that force other players to draw.)
4. False Calling Uno Penalty: If you call Uno, but you end your turn with more than 1 card - then you must immediately draw 2 cards.

Playing A Card:

1. The Sum Rule: If you have two number cards in your hand that can add up to one of the numbers in any discard pile, you can play both cards, one on top of the other, during the same turn. ONLY TWO CARDS can be used in this way on your turn. Letter cards cannot be used with this mechanic.
2. The Patience Rule: During your turn, if you have a card that perfectly matches a card on any discard pile, you can play that card, and then immediately play any one additional card of your choice on top of that. You can't use this rule if it would remove all cards from your hand. Modifiers of any card do not have to match, but color, number and symbols do.
3. If you don't have a match to make on any discard pile during your turn, you must draw cards until you draw a card that can be matched. You then play that card immediately, resolve its effects, and then end your turn.
4. Typically you can't draw a card instead of playing a card if you have a valid match during your turn, but you can still do this and pretend nothing is wrong. If the card you draw makes a match, you can play it immediately or keep it in your hand. You cannot play the card that originally matched if you're doing a draw like this, even if the card you drew isn't a match.
5. If someone plays a Skip, Draw 2, or Wild Draw four against you, you have the option to use a Boost card from the Boost Bar. You can do this by "selling" a card from your hand by "dissolving" it, and then choosing the Boost card you want to add to your hand. Then you continue your turn like normal, meaning you can play the card you just took from the Boost Bar if you wish. Cards in the Boost Bar are limited. Once they're gone, they're gone. Additionally, cards from the Boost Bar have a price. If you want a Skip card from the Boost Bar, you'll have to discard one card from your Bean pile without triggering effects. If you want a Draw 2 you'll have to discard 2 Bean pile cards without triggering effects, and if you want the Wild or the Wild Draw 4, you'll have to discard three Bean pile cards without triggering effects. Boost cards can also be purchased at any time during your turn normally.
6. On your turn, if you're holding 20 or more cards, and at least one of them has a valid match, you MUST play a card, and cannot choose to draw an additional card as your action.
7. When you're drawing cards from the draw pile because you don't have a match, other players cannot question your actions, and if they do, they must draw 2 immediately.
8. If a player plays a card that isn't actually a match and there's nothing about the card's effects that remedies this, that player can be called out, and they must take the card they incorrectly played and place it back in their hand. They must then draw 2 cards, AND their current turn immediately ends.

Out of Turn:

1. The Jump In Rule: If you have a card in your hand that perfectly matches the card on top of the discard pile, you can play that card out of turn. You can also jump in on your own turn. Modifiers do not have to match in order to Jump In, but color, number and symbols all must match. Play then resumes with the player after you in the turn order. When using the Jump-In rule, if you make a mistake and your card doesn't actually match the card on top of any discard pile, draw a card instead! Cards that are jumped in on have their effects nullified. If you Jump In with a "Draw" card - that counts as stacking.
2. The Penalty Rule: If a player suggests a specific card that another player should play and the suggester gets called out on it, they draw four cards.
3. False Accusation Rule: If you falsely accuse someone of not saying Uno, you must draw two cards immediately.
4. Challenging: Any wild card that has the potential to or forces one or more players to draw any amount of cards is considered a challengeable card. Only the player after a player who plays a wild draw effect card can challenge the legality of the play, unless the draw effect in question does not target that player. If this is the case, the nearest targeted player to the left/right (depending on the current direction of play) of the player who played the wild draw card is the only one who can challenge the card. If you challenge a player and they truly didn't have another play to make, you draw the amount of cards you were meant to draw, plus an additional two cards as a penalty. If they did have another play, they are forced to draw the amount they were going to make you draw. If a card that forces multiple players to draw cards is successfully challenged, that player must only draw cards corresponding with how many cards the challenging player would have had to draw. A successful challenge only applies to the top card of any draw stack, meaning while the top card would be successfully challenged, all previous cards in the draw stack would still force you to draw. Challenging the "Wild Draw" cards is ONLY possible when there hasn't been any stacking done yet. If a "Wild Draw" card is part of a stack - it can NOT be challenged.
5. Card Check Rule: At any point, any player may request a card check. All players must then state out loud how many cards are in their hand unless their hand is concealed by an effect or mechanic.
6. Some cards force you to place cards in the blast pile. Whenever you're made to put a card into the Blast pile, roll the D6 in this manner (N is the number of cards already in the Blast pile):
    a. If it rolls 6, or below N, reroll.
    b. If it rolls on N or above except 6 and 5, nothing happens.

    c. If it lands on 5, take all cards in the Blast pile into your hand. (This does not count as "drawing" them.)
    d. If the blast pile reaches 5 cards, you do not roll, and instead the 5 cards get added to your hand.
7. Some cards will force you to roll the Attack D12 AKA the Reactor Die AKA the Reactor D12 one or more times. For each time you are instructed to roll the D12, if the value you rolled is higher than what the die was set at previously, the die is then set to that new higher value. For example, the die starts the game set at a value of 3. If you roll the die once and get a 5, the die is then set to 5. If you're doing multiple rolls, the die's value gets set after every roll you do. If the value you roll is lower than what the die was set at previously, you instead draw cards corresponding to the value you rolled. For example, if the die is set to 6 and you roll a 2, you would draw 2 cards. Whenever a player is forced to draw cards via the Reactor D12, the die resolves, meaning its value returns to 3.

Elimination:

1. Mercy Rule: If a player ever has 25 or more cards in their hand they are eliminated IMMEDIATELY from the current round of the game. The player does not need to finish resolving any draw effects that would have added more cards to their hand. That player must then "dissolve" all cards in their hand.
2. If all opponents are eliminated in any given round, you win the round by default.
3. If at any point, a player would be eliminated from the game, by any mechanic other than the burn pile, they may flip their life card instead. The player remains in the game, and their hand resets. They must discard all of their cards onto any one pile without triggering effects and draw seven new ones. If your life card is already flipped and you would be eliminated, you're actually eliminated this time.
4. If you ever run out of cards in your burn pile, you are eliminated. If you use your life card to prevent this elimination, you may reset your burn pile by drawing 20 new cards and placing them in front of you in a stack to form your new burn pile.

Danger Deck:

1. If you draw an enemy card from the danger deck, place it in front of your character card. That enemy is now attacking you. You can defeat an enemy by playing a specific card on your turn, but enemies cannot be defeated the turn they are drawn. Enemies can attack you when they're drawn and during your turn each round. Follow the instructions on the card to know what the attacks do. If you draw another enemy, it replaces the original enemy. Replaced enemies are not defeated enemies. Replaced and defeated enemies go in the danger discard pile.
2. If you draw an event card from the danger deck, follow the instructions on the card before placing it in the danger discard pile.
3. If you draw an item card from the danger deck, place it on your character card to equip it. Follow the instructions on the card to know how the item benefits your character. You can only have three items equipped at a time. If you draw a fourth, you may choose to unequip one item to replace it with the new one. Discarded items are placed in the danger discard pile.
4. If you draw a location card from the danger deck, place it near the center of the play area for all to see. This adds a new gamerule that all players must follow until the location card is destroyed or replaced. Follow the instructions on the card to know how they work. Destroyed or replaced location cards go in the danger discard pile.

Burning and Recovering:

1. Various cards force or allow players to burn and recover cards. When instructed to burn cards, take cards from the top of your burn pile one at a time without flipping them and place them on top of the main draw pile. When instructed to recover cards, take cards from the top of the main draw pile one at a time without flipping them and place them on top of your burn pile. You cannot have more than 20 cards in your burn pile at any given time, but the more cards in your burn pile, the better.

The Bean Pile:

1. Whenever you play a card that forces another player, or players, to draw more than one card, draw one card from the draw pile and place it in front of you to start your personal "bean" pile. Cards in this pile are not a part of your hand and aren't included in your burn pile. Continue to add one card to this pile anytime you play a card that forces other players to draw multiple cards. You only get to add one card to the bean pile PER CARD you play that forces players to draw multiple cards. If you have ten or more cards in your bean pile at the start of your turn, you may choose to discard all of the cards in your bean pile onto any one discard pile, and then

discard your entire hand on that same discard pile except for one card. This gives you an instant Uno. Trading in the cards of your bean pile and discarding all but one card all counts as your one action for the turn.

2. Purchasing cards from the Boost Bar requires cards from the bean pile.

Main Draw Pile Card Rules:

Symbols:

1. Modifiers behave exactly like symbols except they cannot be matched with each other.
2. Whenever a danger modifier is played, you must draw a card from the danger deck and do any following action accordingly.
3. All stackable draw cards skip your turn as well. Non-stackable cards that make you draw will specify whether they skip your turn or not.

Values:

1. Cards that contain letters in their number position have a higher value than any existing number card. These cards also have their own ranking in comparison with each other. A is the most valuable, followed by K, Q, and J. Letter cards cannot be used with effects that involve an actual number to function, but otherwise behave like any other number card.

Wild Cards:

1. Wild cards can be played on top of any color, but when you choose to play another card on top of it, that card can only be one of the four colors within the Wild symbol on that specific card.
2. The color of a placed wild card is not chosen by the player who played it. If you play a card on top of a Wild card, you get to select which of the four colors the pile will be by placing a card of that color on the discard pile.

Double Color Cards:

1. Double Color Cards: Double color cards function as both colors represented on them equally. This means they can be played on top of either color, and either color can be played on top of them. You can only Jump In on Double Color cards using other Double Color cards. Unlike Flex colors, the colors of Double Color cards are not randomly combined, and instead each color has been assigned a second color that it always pairs with. Blue always pairs with red, and yellow always pairs with green, etc.

Specific Symbols/Edge Cases:

1. All effects, symbols, modifiers, dice outcomes, ect., have a three digit number for identification purposes. If the amount of effects surpasses 999, later effects will have a four digit number.
2. Stacking Rule: Draw based cards like draw 1s, draw 4s, and draw 5s can be stacked on top of each other to pass the effect onto the next player in the turn order. These cards can only be stacked in matching or ascending order, so while a draw 2 and a draw 4 would be playable on a draw 2, a draw 2 would not be playable on a draw 4.
3. Tips for adding rules using the Add a Rule Modifier:
    a. Don’t write down the rules.
    b. Make rules that are easy to referee.
    c. If people are having trouble remembering the rules, make rules that rhyme with the number that triggers them.
    d. Don’t make rules that increase the penalty of failing a House Rule or change the base rules of Uno.
    e. Challenge players to be silly.
    f. Feel free to ignore all of these tips.
4. If a card instructs you to choose a color, you can only choose out of the ten standard colors in the game, unless the effect says otherwise. In other words, wild, transparent, and other odd card types are not options. The choice also does not have to be the colors present in the hazard diamond of the card played.
5. Some cards can be played in response to an effect that would force you to draw multiple cards because of their effects. If the effect being used against you does not have a set number of cards for you to draw, and instead the amount of cards you draw is dependent on other factors, cards that can be played in response to you being forced to draw multiple cards cannot be used against this effect.

6. Cards that have their color/number/symbol/modifier changed when they're played revert to their original state for all future turns unless the card specifies otherwise.
7. If an effect instructs you to discard a card onto any valid discard pile, and there are no discard piles you can match that card to, you can discard the card onto any discard pile, excluding piles that have a card preventing you from doing so on top.
8. The Mega Hit Rule: If a card is played against you that would force you to roll the Attack D12, otherwise known as a Roll-type card, you can play any Roll-Type card from your hand on top of it, regardless of if the cards match in any way. This passes the roll effect onto the next player and the next player must roll the Attack D12 as if both roll effects have been played against them. If that player also has a Roll-type card in their hand, they can continue this chain until someone is forced to roll the Attack D12. If the Attack D12 is resolved by this effect before all of the necessary rolls have been done, the player it is triggered against may choose to not perform any of the remaining rolls. Once a Roll stack has been resolved, play resumes from the player who played the first Roll-type card. If a roll stack is created using this rule, all non-roll effects are nullified until the roll stack is resolved.
9. During war-like effects, if multiple cards with the same value result in a tie, and only one of them is wild, the wild card wins the tie.

Winning:

1. If you discard multiple cards that would result in you having zero cards in your hand, and thus winning the round, you do not need to say uno. You say uno when your hand only has one card in it and your turn will end with only one card in it.
2. Effects must fully resolve before you win the game with zero cards in your hand.
3. If you can get all four discard piles to have either a matching color, number, or symbol during your turn, you win the round.
4. The winner of the game can optionally be given chocolate as a prize. That doesn't mean they have to eat it.
5. Uno Sudoku Win Condition: If at the end of your turn you can get the four discard piles to have a specific layout, you win the round. For this win condition you'll need all four discard piles to have a number card on top. None of these cards can be Wild. The number of either the first or the fourth discard pile must equal the sum of the three numbers on the other three piles. AND the three cards that are getting added must be linked domino style by either color or number to the cards adjacent to it. If you can do all that, you win!

Points:

1. Games must be played to 1000 points.
2. If a player is eliminated from the game for the current round, and you win the round, you gain 250 points per eliminated player regardless of if you were responsible for their elimination.
3. If you are holding the Yellow 13 Number card when the round ends, subtract 13 points from your total points. This can drop you into negative points.
4. If you are holding any Red cards when the round ends, each Red card subtracts 1 point from your total points. This can drop you into negative points.
5. Shoot the Moon Rule: If the game ends and you're the only player with any red cards in your hand, you can either choose to gain 20 points immediately, or force all other players to lose 20 points immediately. This also nullifies the effect of the previous rule.
6. Green 8 and Purple 8 cards are worth 0 points.

Optional Rules:

1. House Rules can be used to add more rules to the game or remove/alter existing rules. Be creative, and have fun!
2. Final Showdown Rule: This rule is optional. When you play the final card from your hand in any round, you must draw one card from the draw pile and perform a showdown with the player of your choice. If you win the showdown, you win the round. If you lose, that card goes into your hand and the game continues.
3. Two-Step Optional Rule: Whenever a player plays or discards a 2 number card, that player takes two cards from their hand and gives them to another player of their choice. If you have three cards in your hand and then play a 2 number card, you can win the round using this rule. If you use this rule to remove the second to last and or the last card from your hand, you don't need to say Uno.
4. Add and Subtract Optional Rule: You can play two cards from your hand as your one turn action if the numbers on the two cards you play add up to a number on a discard pile, and if the colors of all three of these cards match. Effects trigger. The same can be done by subtracting using the numbers of the two cards you choose to play. You must say you're using this rule out loud as you're using it, and describe how the cards you're playing add or subtract to match.
5. Show The Last One Optional Rule: At the start of the game, you're dealt 6 cards that go into your hand, and then you're dealt a 7th card which remains face down in front of you instead. This card is part of your hand, but it can't be played until

you call Uno. Later in the game, when anyone calls Uno, all players get to flip their face down card for all to see. This is the last card in your hand and you must successfully play it after you've gotten rid of the rest of your hand in order to win the game.

6. Optional Discarding Rule: If you choose to use this rule, players may discard as many cards as they wish during their turn as long as the number or symbol matches on every card they discard. If you discard multiple cards this way, all effects of those cards trigger.
7. Oops All Targets Rule: All draw cards may be targeted draw cards that specifically can only target opponents, if the group agrees before the game starts.
8. Skip N'Flip: If you would be affected by a Draw X card, instead of taking the penalty, you may play a Reverse to reverse the direction of play and pass the penalty to the next player, or play a Skip to pass the penalty to the next player; the card you played is set off to the side and can be reshuffled in if the draw pile runs out. (The new receiver of that penalty may not pass it themselves, but may stack.)
9. Draw & Play: Players do not have their turns skipped by Draw X cards' effects.
10. Players who are not part of the game may disrupt the game by giving players negative effects. When a player wants to join the audience, they choose a spot in the turn order between two other players. They are now the audience and they have their own turn, but are not affected by gameplay in any way. Every time the audience gets a turn, they choose from the list of disruptions and the player they wish to disrupt. If multiple players are in the audience, they must vote on the disruption and the player being disrupted. If there is a tie in the votes for the disruption, the disruption is randomly chosen by the D12 this turn. The disrupted player must play with that disruption until the audience's next turn.
    a. Only Red: The disrupted player may only play red cards.
    b. Only Yellow: The disrupted player may only play yellow cards.
    c. Only Blue: The disrupted player may only play blue cards.
    d. Only Green: The disrupted player may only play green cards.
    e. Ban Red: The disrupted player may not play red cards.
    f. Ban Yellow: The disrupted player may not play yellow cards.
    g. Ban Blue: The disrupted player may not play blue cards.
    h. Ban Green: The disrupted player may not play green cards.
    i. Flipped: The disrupted player places their hand face down in front of themself. Instead of normally playing a card from their hand, they privately reveal a face down card. If it was not playable, they return it to be face down; their turn is not over. If it was playable, they play it.
    j. Hide Opponent's Hands: All opponents of the disrupted player conceal their hand until they call Uno.
    k. Twitch Plays Uno: the audience votes to choose which things they want the disrupted player must do while disrupted:
        i. Draw a card from the draw pile.
        ii. Play a card. (Audience votes on which card is played.)
        iii. Challenge previously triggered card.
        iv. Continue a stack.
        v. Choose whether to keep or play a drawn card for failing to have a match.
11. 5 Points Rule: All number cards are worth 5 points regardless of their value.
12. Alternate challenging rules:
    a. Challenging Off: Cards that are normally challengeable CANNOT be played if you have a valid color match to make instead.
    b. Challenging Gone: Challengeable cards can be played normally and cannot be challenged.
13. Preset Games: These optional rule and gamemode combinations are presets that you can choose to use in your game, or don't. I'm not a cop.
    a. One round, no house rules.
    b. Play until 250 points, Challenging Gone.
    c. Rounds gamemode active, first to win 3 rounds.
    d. Survival gamemode active, starting with 250 points.
    e. Play until 500 points, start with 10 cards in hand.
    f. Use the appropriate die(s) to randomly select the active gamemode, how many points you play to, the amount of rounds the game is, and which house rules are active.
14. Drawing Variation: You can't draw if even one card in is playable, drawing is only possible when NOTHING is playable on your turn.
15. Voluntary Draw Variations:
    a. When you voluntarily draw, you draw one card, and then if it's playable, are forced to play it.
    b. When you voluntarily draw, you draw one card, and then if it's playable, you can choose to play it or not.
    c. When you voluntarily draw, you draw one card, and then can play any card from your hand, not necessarily the one you drew, but you must play a card if you have a playable card.
    d. When you voluntarily draw, you draw one card, but you can't play it even if it matches, you simply end your turn immediately.

16. Stacking Variations:
    a. You can only stack draw cards of identical value (i.e. Draw 2 on top of Draw 2; Draw 4 on top of Draw 4, etc)
    b. You can stack draw cards regardless of value.
    c. No stacking.
    d. If you have a card that you can use to continue a stack, you MUST continue the stack.
17. Scoring Variations:
    a. All blank wild cards are worth 20 points, and literally anything else is worth 50 points.
18. Hand Swapping Win Rule: If you play your last card and it would swap or change your hand with that of another player, this effect does not trigger and you win the round.
19. Jump-In variation: Jump In Variation - you can only Jump In with Number cards - NOT colored action cards, and NOT wild cards.

Alternative Gamemodes:

1. Tournament Mode: At the start of the game, all players will be randomly divided into two or more equal groups. The size of these groups will depend on your player count, but the groups cannot be less than three. These groups will each play a round of the game with the players they were grouped with. The winner of each group will play a second round with the winners of all other groups, and the same goes for second place, third place, etc. Once the second round has concluded, a ranking can be generated with the player who won two consecutive rounds being declared the overall winner.
2. 2 Player Teams Mode: At the start of the game, choose one teammate, or randomly assign teams. Assign seating fairly, randomly, or allow all players to choose. The two players on any team count as one player, so if either of them wins, they both win. If you're playing with points, all points will go to the winning team as if they were one player. If one player on a team is eliminated, the other player is still in the game. You must have an even number of players to play this mode.
3. Elimination Mode: In this mode, before the game begins, players must agree on a certain number of strikes. It can be 3, 4 or 5 strikes. During normal gameplay, if you don't have a valid match to make at the start of your turn, you gain a strike. If you get all 3 strikes or whichever number you chose, you're eliminated from the game and all future rounds. Strikes are carried over between rounds, and the last player standing wins. If an action is played against you at the start of your turn, you cannot receive a strike during that turn.
4. Rounds Mode: Instead of keeping track of points, you can select a number of your choice and whoever wins that number of rounds first is the true winner.
5. Survival Mode: All players start the session with a number of points between 100 and 1000 agreed upon by the group. At the end of each round, instead of gaining points from cards like normal, you LOSE that many points instead. When you run out of points, you're eliminated from the game and cannot participate in future rounds.
6. Drop-Out Mode: In this mode, you play a sequence of rounds, at the end of each round, eliminate the player with the highest points in their hand. Last player standing wins.
7. Hello Kitty Mode: At the end of a round, if you win, you gain points corresponding to the value of cards remaining in your opponent's hands. Here's the twist. In this mode, if you lose, you lose points corresponding to the value of the cards in your hand at the end of the round. This means in the first round, all but one player will have negative points! This goes on for five rounds, and the player who has the most points at the end, wins. If at any point a player reaches 500 points or more, the game ends and they're declared the winner regardless of how many rounds out of the five have passed.
8. Red Sox Mode: In this mode, you keep track of points by counting how much your cards in your own hand are worth at the end of each round. When any player reaches 500 points, the game ends and the player with the least points wins.
9. Four Player Partners Mode: This mode can only be played with four players. Assign two player teams. Teammates must sit directly across from each other. When any player goes out, the round is over. Add up the points from both of your opponent's hands and add them to your team total.
10. Four Player Partners Mode (Variation): This mode is a variation of Four Player Partners Mode. This mode can be played with four players, or two groups of four players. In this mode, you play four rounds with each player present as your partner. That's 12 rounds with four players, and 28 rounds with 8 players. You score your own individual points in each partnership. Keep track as you go. Once all rounds are completed, the player with the most points wins.
11. Safety First Mode: Begin the game by dealing all cards from the main draw pile to all players evenly. Extra cards can be left out of the game. Place those cards face down in front of you as your pile. Players will then take turns taking the top card of their pile and placing it face up in the center. If the card played has a non-Skip symbol or is a Wild card, all players race to slap it. The first player to slap it gets all the cards from the center. If you accidentally slap a Skip card or any other card that isn't a Wild or contains a symbol, all cards you have acquired from the center go back to the center. The game continues until everyone's pile is empty and the player with the most cards at the end wins.
12. Uno Luck Mode: Shuffle the main draw pile and divide the deck in half to form two draw piles. Starting from the dealer, and going counter clockwise, players take turns drawing cards from either deck. If you draw a number card, you add it to your hand. If you draw a zero or a wild card, discard all cards in your hand. If you draw a card with a symbol, take all discarded cards and add them to your hand. If there are no discarded cards, discard your entire hand. Play continues until the draw piles have no cards. The player with the most cards wins.

13. Side2Side Mode: In this mode, you must have an even number of players. These players are divided into teams of two however you see fit. When you sit around the table, you must be sitting next to your teammate. Teammates are allowed to view each other's hands, and strategize using their combined knowledge. If either member of a team wins a round, both players win the round and earn points equal to the combined value of the cards in all other team's hands. Any effects that force you to change seats are nullified.
14. Community Cup Mode: In this mode, all players start with 0 points, and when they win the round they win points corresponding to the value of all remaining cards in all opponents' hands. The players who lost the round lose points corresponding to the value of the cards in their own hand. This can drop you into negative points. The points you win and lose while playing this mode are multiplied by a number which is dependent on the round you're currently playing. During the first round, your points are multiplied by 1, so they don't change. In the second round they're multiplied by 1.5. Third round is 2, fourth round is 3, fifth round is 4. The game ends when 5 rounds go by or when someone reaches 300 points. The player who reached 300 points or whoever has the most points at the end of 5 rounds, wins.
15. 2v2 Mode: This gamemode requires 4 players, split into two 2v2 teams. The teammates sit across the table from each other. However, they can see each other's hands, and can strategies together. If either player wins the round - they both win the round, and earn the amount of points equal to the combined total of cards left in the hands of other players. The two teammates sit next to each other, on the same side of the table. The turn order is not clockwise or counter-clockwise, but instead depending on the Player Number cards. Reverse effects change if the Turn Order is in Increasing Player Number, or Decreasing Player Number. Any effects that force you to change seats are nullified.
16. Superlite 2000 Mode: At the end of each round, each player counts the combined point values of cards left in their own hand. The player with the highest amount of points gets a strike. If a player gets all 3 strikes - they are eliminated from the tournament (don't participate in any future rounds). The last player standing wins.
17. Endurance Mode: Alternate scoring system. Keep track of the point values of any cards you PLAY on a piece of paper. If you win the round, you will earn all of those points. All losing players earn a strike against them and they do not earn their points. If you get 5 strikes, you are eliminated and do not participate in future rounds. When only one player remains, the game ends and the player with the highest score wins.
18.

Current Win Conditions:

1. At the end of any of your turns, have no cards in your hand.
2. Successfully complete the Uno Dice Game Effect.
3. Eliminate all opposing players.
4. Arrange all four discard piles to have a number card on top, none of which are Wild. The number of either the first or the fourth discard pile must equal the sum of the three numbers on the other three piles. Additionally, the three cards that are getting added must be linked domino style by either color or number to the cards adjacent to it. The discard piles must be arranged this way when your turn ends.
5. Arrange the four discard piles to match in either number, color, or symbol. The discard piles must be arranged this way when your turn ends.

Current Numbers:

Numbers and other characters present in the number slots of cards.

-10, -2, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 9.75, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 35, 36, 38, 39, 44, 50, 52, 54, 55, 60, 62, 70, 73, 80, 85, 87, 88, 90, 91, 95, 97, 99, 100, J, Q, K, A.

Current Colors:

Standard Colors:

1. Pink
2. Purple
3. Blue
4. Green
5. Yellow

6. Orange
7. Red
8. Brown
9. Grey
10. White
11. Black (Wild)

Additional Non-Standard Colors:

1. “Transparent” AKA Invisible

Color Card Types:

1. Standard Single Color Cards
2. Double Color Cards
3. Flex Cards

Chemicards Vocab/Keywords/Phrases

Due to the nature of Chemicards’s creation, essentially everything that relates to Uno’s game language has needed a rebrand for legal reasons. This list of words and phrases will show and define the relevant content that has been rebranded. Additionally, several new keywords and phrases have been created specifically for Chemicards to improve upon Mattel’s established game language and to simplify the wording of many symbols. These new keywords and phrases will also be listed. Ultimately you do not need to understand this list to read this document, as the original Uno versions of the various rules do not use this language, but the Chemicards versions of the rules will be using this language in the final build of the game. These definitions and descriptions reference each other frequently, so you may have to skip around this list to get the whole picture. (This list will be expanded as more Chemicards symbol text is added to the document.)

1. Absorb/Absorbed/Absorbing (Originally “draw/drawn/drawing”): Taking card(s) from that vat or an alternatively specified location and adding it to your hand.
2. Absorb Card (Originally “draw card”): A card that contains a specific type of symbol which forces the next player to absorb a specific amount of cards. Absorb cards can be played in sequence to form a “mass.”
3. Absorb Until Experiment (Originally “draw until mechanic”): A type of experiment involving a player absorbing cards until they get a specific card or card type.
4. ACID (Originally “green”): A type of hazard that can be matched with others of the same type.
5. Action: In reference to the primary move you are able to make during your turn, and often described as your “one turn action.”
6. Active: When something is active, it is currently participating in the alteration of the game state. Eliminated players for example, are inactive players as they are no longer participating.
7. Active Card Side/Inactive Card Side: Many cards in the game are double sided, but only one side of the card is active at any given time. While in your hand for example, the side you can see represents the active side of the cards, while your opponents only see the inactive side.
8. Attribute: A component of a card that allows it to be matched. (Effect, Hazard, and Value.)
9. BIO (Originally “orange”): A type of hazard that can be matched with others of the same type.
10. Chain Of Bonding Card (Originally “link card”): A card type that can be given to players to force them to absorb the same amount as the other while active.
11. CHEM (Originally “pink”): A type of hazard that can be matched with others of the same type.
12. Counter/Countered: Taking something that was originally used against you and using it on another player while you emerge unscathed.
13. CRYO (Originally “blue”): A type of hazard that can be matched with others of the same type.
14. D2: A two-sided die.
15. D4: A four-sided die.
16. D6: A six-sided die.
17. D8: An eight-sided die.
18. D10: A ten-sided die.
19. D20: A twenty-sided die.
20. Defiance Trial (Originally “dare list dare”): A special trial listed across various list cards that players may be forced to perform via specific experiments.
21. Diamond Card (Originally “wild card”): A black card with a hazard diamond.

22. Die/Dice: A tool used for the randomization of specific experiments. Rolling a die will give you the appropriate value or hazard to progress specific experiments.
23. Dissolve: Dissolved cards are set off to the side and are not brought back into the game until the vat needs to be replenished.
24. Effect (Originally in reference to the main symbol present on action and wild cards): The primary symbol present on cards. Effects are a matching attribute, meaning cards containing the same effect can be matched.
25. ELEC (Originally “yellow”): A type of hazard that can be matched with others of the same type.
26. Eureka! (Originally “Uno!”): The phrase you proudly proclaim when you only have one card left in your hand.
27. Experiment: A symbol of any type present on cards.
28. Experiment Card: A card that contains an experiment.
29. FIRE (Originally “red”): A type of hazard that can be matched with others of the same type.
30. Fool (Originally “jester”): The Fool is whoever currently has the Fool card. This card moves via certain experiments.
31. Hand: In reference to the cards you hold throughout the game and you want to get rid of.
32. Hazard/Hazards (Originally “color/colors”): The cards of the vat and other cards that can be incorporated into it are categorized into ten hazards. SPAC, MAG, MINE, FIRE, BIO, ELEC, ACID, CRYO, POI, and CHEM. Hazards are a matching attribute, meaning CHEM cards can be matched with other CHEM cards for example.
33. Hazard Diamond: A symbol present primarily on diamond cards that contains one or more other hazards within it.
34. ID/Experiment ID: A three (or four) digit number present at the end of all written experiments which serves as an aid to locate the experiment in the manual.
35. Invert (Originally “reverse”): The act of redirecting or quite literally inverting an aspect of the game. The turn order can be inverted for example, resulting in the turn order going from clockwise to counterclockwise.
36. MAG (Originally “grey”): A type of hazard that can be matched with others of the same type.
37. Mass/Absorb Mass (Originally “stack/draw stack”): When multiple absorb cards are played in sequence on the same station this is called a “mass.” The amount of cards that must be absorbed from all absorb cards in the mass is added together and passed to the next player.
38. MINE (Originally “brown”): A type of hazard that can be matched with others of the same type.
39. Modifier: A type of card symbol that cannot be matched.
40. Nullify/Nullified: To be completely deactivated, removed, prevented, etc.
41. Opponents: Any player who is not you or your teammate.
42. Override: Cards with this keyword followed by a number replace the point value the card would normally have. For example, a card with Override 0 would be worth zero points, even if the card in question has a value other than 0.
43. Overshoot/Overshot (Originally “skip/skipped”): When a player is overshot, they do not get to take their turn, and the game continues with the player after them starting their turn. Multiple players can be overshot at once, and the next relevant player who didn’t get overshot continues the game.
44. Overturn/Overturned (Originally “flip/flipped”): When something is overturned, it is physically turned over so what was once facing down is now facing up and vice versa. A player’s hand can be overturned, and when this occurs the inactive side of their hand becomes the active side.
45. Pizza: The real food item you may or may not have while currently.
46. POI (Originally “purple”): A type of hazard that can be matched with others of the same type.
47. Resolve/Resolved/Resolving: In reference to an experiment or game mechanic being carried out to completion.
48. Reveal: The act of showing other players specific cards from your hand, or your entire hand, that they normally are not able to see. Cards can be revealed publicly or privately, but it’s almost always temporary.
49. Royalty (Originally “king”): The Royalty is whoever currently has the Royalty card. This card moves via certain experiments.
50. Scrap/Scrapped/Scrapping (Originally “discard/discarded/discarding”): Removing card(s) from your hand by placing them on the specified or appropriate station in any order without triggering or initiating any experiments present on the card(s).
51. SPAC (Originally “white”): A type of hazard that can be matched with others of the same type.
52. Station (Originally “discard pile”): A pile where cards are typically triggered or scrapped and where cards remain after their use. There are four stations that correspond with the vat, but there are other stations that correspond with other decks as well.
53. Teammate: Another player who is on your team.
54. Trial: A physical movement challenge presented by specific experiments.
55. Trigger/Triggered (Originally “play/played”): The act of placing a card onto a station and initiating the appropriate experiments present on the card, if any.
56. Unresolved: In reference to an experiment or game mechanic that has not been carried out to completion.
57. Valid: In reference to a matchable move you can make or a matchable card. A card that cannot be matched is an invalid card.
58. Value (Originally “number”): A card’s value is a matching attribute, meaning cards with the same value can be matched. Value is also a primary source of a card’s point worth.
59. Vat (Originally “draw pile”): The main deck which cards are often absorbed from, function as the primary source of cards in the game.

New Symbols:

New Mechanics / Symbols / Modifiers / Scrambles:

1. Rotate 2 Modifier: When played on you, roll the reactor die twice.
2. All Rotate Symbol: Starting with the player who played the card with this symbol, everyone must roll the Attack D12 in the current turn order until either the die resolves, or until all players have rolled the die once.
3. Rotate to 10 (12) Symbol: When played on you, you must roll the attack d12 until it resolves.
4. Wild Dancing Symbol: When played on you, you must either perform a dance routine, or draw 3 cards.
    a. Scorching Spotlight - EFFECT: When triggered, the next player must either perform a dance routine, or absorb 3.
5. Draw 2 Dare Modifier: When played against you, you must either draw 2 cards or perform a specific dare. The severity of the dare will not be decided until you lock in the dare option. If you choose dare, roll the D6 and refer to the instruction manual to determine which severity has been rolled. You must then perform the dare corresponding to the number on the card played against you. If you chicken out or fail the dare, draw four cards. If you don't roll a severity on the dare die, you must perform those actions instead. Players may participate in making dares easier or harder as they're being performed. If the dare involves talking a certain way, and someone engages in conversation with you, you must respond in character.
    a. Defiance Trial - MODIFIER: When triggered, the next player must absorb 2 or complete a defiance trial. The trial category is selected after the next player chooses to complete a trial. If they do this, roll the D6 to select a category and refer to the appropriate defiance trial card. This card selects trial 1 in the selected category. If they fail the trial, they must absorb 4. Players may attempt to make trials easier or harder by intervening. If the trial involves talking a certain way, and someone engages in conversation with the next player, they must respond in character.
        1. Friendly Category.
        2. Boastful Category.
        3. Extreme Category.
        4. Custom Category.
        5. Instead of a defiance trial, ask the next player a question. They must answer honestly or absorb 4.
        6. You must complete a defiance trial instead. The next player rolls the D6 to reselect a category for you. If they roll a 6,
        the trial becomes theirs again, and so on.
6. Wild Draw 2 Symbol. When played on you, draw 2 cards.
7. Draw 1 Symbol: When played on you, draw a card.
8. Draw 5 Symbol: When played on you, draw 5 cards.
9. Wild Draw Color Symbol: When played on you, the player before you selects a color, and you must draw cards until you draw a card of that selected color. When you draw a card of the chosen color, you must show it to all players before placing it back in your hand.
10. Wild 50/50 Symbol: When played, the player who placed the card selects two players and then designates one player as heads, and the other as tails. The D2 is then flipped. If it lands on heads, the tails player draws four cards and vice versa.
11. VETO Card: If any player mentions anything political, any other player can slap the VETO card and force the political player to skip their next turn by giving the political player the VETO card. Once their turn has been skipped, they must place the VETO card back in the center of the play area where it can be used again.
12. Discard Color Symbol: When you play this card, you discard all cards in your hand that match the color or colors of the Discard Color card in any order without triggering effects onto a single discard pile, then place the Discard Color card on top of this stack.
    a. Scrap Hazard - EFFECT: When triggered, scrap all cards in your hand that match the hazard or hazards of this card on any one station, then place this card on top of that station.
13. Trade Hands Symbol: When you play this card, choose another player and trade your entire hand for theirs.
14. Flip Symbol: When you play this card, all players must flip their entire hand over to the reverse side as well as flip the draw pile and all four discard piles to their opposite side.
    a. Overturn - EFFECT: When triggered, the vat, all stations, and the hands of all players are overturned.
15. Skip Everyone Symbol: When you play this card, skip every other player's turn.
16. Attack D12: At the start of the game, the D12 starts at 1. When a Rotate card is played, the value on the D12 increases. If a player rotates the die enough to reach the number 12, that player rolls the D12 and draws that number of cards. They then reset the die back to 1.
17. Swirly Modifier: When a card with this symbol is played against you, you roll the D10, and refer to the instruction manual to determine which of the following effects are happening, then perform the necessary actions. This counts as your one turn action.
    a. Discard All But 2 Symbol.
    b. Discard Number Symbol.

c. Discard Color Swirly Symbol.
d. Swap Hands Symbol.
e. Show Hand Symbol.
f. War Symbol.
g. Uno Spin Symbol.
h. Draw Until Red
i. Draw Until Blue
j. Reroll.
    i. Nausea - MODIFIER: When triggered, the next player must roll the D10 to select which option they must resolve. Resolving this experiment counts as their one turn action.
    ii. 1. Scrap cards onto any one station until you have only two cards left.
    iii. 2. You may scrap any cards of any one value here.
    iv. 3. You may scrap any cards that match the hazard or hazards of this card onto any one station, then place this card on top of that station.
    v. 4. All players give their hand to the player on their left.
    vi. 5. Publicly reveal your hand.
    vii. 6. All players choose their highest value card and publicly reveal it. The player with the highest value is the winner and scraps their card. All other players return their card to their hand. If there is a tie, tied players repeat this. The winner then scraps all cards they used during this experiment. If a player uses their entire hand for this experiment, they must absorb 1 to use until a winner is declared. Play resumes from the winner.
    viii. 7. The first player to shout Nausea! may scrap 1. Play resumes from that player.
    ix. 8. Absorb until you get a FIRE card or a diamond card.
    x. 9. Absorb until you get a CRYO card or a diamond card.
    xi. 10. Reroll.

18. Discard All But 2 Symbol: If you roll this symbol, discard cards in any order you wish onto any one discard pile without triggering effects until you have only two cards left.
19. Discard Number Symbol: When you roll this symbol, you may discard any cards in your hand of any one number onto the pile you played the Discard Number card without triggering effects.
20. Show Hand Symbol: When this symbol is used against you, you must temporarily show your hand to everyone.
21. War Symbol: When this symbol is rolled, all players must pick the highest value color card from their hand and reveal them simultaneously. If you have no number cards you can't participate in the war. The player with the highest value card gets to discard that card. All other players return their card to their hand. If there is a tie, the tied players face off with their next most valuable number card. The winner discards all cards they used in the war. This continues until there are no more ties. Play resumes from the winner of the war.
22. Uno Spin Symbol: When this is rolled, the first player to shout "Uno Spin" gets to discard one extra card of their choice. Play resumes from the winner.
23. Discard Color Swirly Symbol: When you play this card, you may discard any cards in your hand that match the color or colors of the Discard Color Swirly card in any order without triggering effects onto a single discard pile, then place the Discard Color card on top of this stack.
24. Draw Red Symbol: Draw until you get a red card or a wild card.
25. Draw Blue Symbol: Draw until you get a blue card or a wild card.
26. Overload Modifier: If a card with this symbol is on top of a discard pile and you play a card on top of it, roll the D4 and draw that many cards.
27. Discard Two of the Same Color Symbol: When you play a card with this symbol, you can discard an additional card that matches this color onto any discard pile WHILE triggering effects. The card can also be played by itself.
28. Wild Clear Symbol: This card can be played on top of any other card without triggering the effects of any cards in that discard pile, and ignoring the effects of any cards on top of the pile.
    a. Station Explainer - EFFECT: This card can be triggered on any station without progressing the experiments of any cards in that station, while also ignoring the experiments of any cards on top of that station.
29. Wild Giveaway Symbol: If you play this card on top of a card with the Overload Modifier, the Overload triggers, but when you roll the D4 and draw the corresponding number of cards, you must give away those cards to any other player. Cards that are given away can be split up between players in any way you wish.
30. Wild Pass Your Turn Symbol: Instead of playing this card on top of any discard pile, place it in front of yourself during your turn as your action. In future turns you can choose to use that card instead of using a card from your hand to complete your action.
31. Wild Number Symbol: When you play this card, it can match with any number. When a player plays a card on top of this card, any number present in the game can match with it. If this card is used in an event, you choose its number when it is used in the event. You cannot choose letters.
32. Negative 2 Modifier: When this card is used on you, discard two cards at random, and then draw two new cards. This cannot trigger the end of the game by removing all of your cards.
33. Wild Item Box Symbol: When you play this card, take the top card of the draw pile and discard it immediately, then roll the D6 and perform the corresponding action.

a. Banana Symbol.
b. Green Shell Symbol.
c. Lightning Symbol.
d. Reroll the D6.
e. Draw 2 cards.
f. Take another turn.
    i. Soggy Box - EFFECT: When triggered, take the top card of the vat and scrap it immediately, then roll the D6 to select which option you must resolve.
    ii. 1. The previous player absorbs 2.
    iii. 2. Choose any player to absorb 1.
    iv. 3. All other players absorb 1 and you take another turn.
    v. 4. Absorb 2.
    vi. 5. Take another turn.
    vii. 6. Reroll.

34. Banana Symbol: If this is rolled, the player before you in the turn order needs to draw 2 cards.
35. Green Shell Symbol: If this is rolled, one player of your choice draws a card.
36. Lightning Symbol: If this is rolled, everyone besides you draws a card and you get another turn.
37. Wild Kevin's Famous Chili Symbol: If you play this card, you must clumsily drop your hand on the table or ground. Everyone else must do the same. Last player to do this draws two cards. Your hand may become disorganized by this mechanic, if this occurs, use the side of the card that each card landed on when you dropped them.
38. Slap Symbol: When you play this card, slap it. All opponents must then race to slap the card as well. Last player to do this draws two cards.
    a. Grasp For Life - EFFECT: When triggered, slap this card. All opponents must then race to slap this card as well. The last player to complete this trial absorbs 2.
39. Wild Tilt Symbol: When you play this card, from that point on, that is the only discard pile any player can use. This effect can be broken by any player if they make a mess of that discard pile by disorganizing it or spilling it or tipping it over. If the draw pile runs out while this symbol is active, this effect is broken when the discard piles are shuffled to form the new draw pile, unless this card was on top of any discard pile when the draw pile ran out.
40. Stop Modifier: When you play a card with this symbol, while this card is on top of a discard pile, that discard pile can no longer be used. Cards with this modifier can be played on top of other cards with this modifier, but they must still match with either number or color. Cards with the Wild symbol can be played on top of cards with the Stop Modifier as well. If every discard pile has a card with this modifier on top of it during your turn, all discard piles are fair game. This applies on a turn by turn basis.
41. Power Cards: Each player gets a power card at the start of the game. One side has a checkmark, while the other has an X. When your checkmark side is face up, you can use the Flex sides of Flex cards. If you play a Flex card on the Flex side, you must flip your power card to the X side. If everyone's Power card is on the X side, everyone flips it back to the Checkmark side.
42. Flex Cards: Flex cards have a secondary color, modifier, or symbol that can only be used if your power card is active. Players playing on top of Flex cards can only use the card's main color.
43. Power Flip Modifier: When this modifier is played, you flip your Power card.
44. Wild All Power Flip Symbol: When you play a card with this symbol, all players flip their power card.
45. All Draw 1 Symbol: When you play a card with this symbol, all other players draw 1.
46. Reverse and Skip Symbol: When you play this card, the turn order is reversed and then the next player in the turn order is skipped.
47. Targeted Draw 2 Symbol: When you play this card, choose ANY player to draw two cards.
48. All Draw 2 Symbol: When you play this card, all other players draw 2.
49. Targeted Draw 4 Symbol: When you play this card, choose any other player to draw four cards.
50. Wild Superstar Symbol: Can be used as a normal wild card, or can be discarded at any time to reflect all effects of any card that forces you to draw cards. If the draw cards you're reflecting are stacked, the reflected cards go to the player who most recently added to the stack. Cards that make multiple players draw only reflect the cards you're meant to draw.
51. Customizable Wild Card: A Wild card with space for you to write in your own rule.
52. Jackpot Symbol: When you play a card with this symbol, roll the D6 and refer to the instruction manual which jackpot event needs to be carried out.
    a. Choose a player to draw a customizable wild card and they perform the action on it. Then the card is flipped and placed at the bottom of the customizable wild card pile. Play resumes with you.
    b. Instead of choosing a player, the player on your right performs the actions of a.
    c. Instead of the player on your right, the player on your left performs the actions of a.
    d. All players draw a customizable wild card, and starting with you and proceeding in the current direction of play, perform the action on it before flipping and placing the card on the bottom of the customizable wild card pile. Play resumes with you.
    e. You may discard up to one card of each color in any order WHILE triggering effects.

    f. You draw 4.
53. Skip 2 Symbol: Play this card to skip the next two players in the turn order.
54. Add a Rule Modifier: When you play a card with this Modifier, you must come up with a Rule that forces all players to perform an action unrelated to the game. The last player to perform the action draws 1 card, but this rule is not performed now. From that point on, whenever a card with that same number is played, the action must be performed by everyone again and the same punishment applies. Multiple rules cannot be placed on the same number, so Add a Rule Modifiers encountered on the number later in the game are ignored.
    a. Ink Blot - MODIFIER: When triggered, create a trial which is unrelated to game mechanics for all players to quickly perform. The last player to complete the trial will absorb 1. From now on, whenever a card with a value of X is triggered, the created trial is immediately repeated. If there is already a trial assigned to cards with a value of X, this modifier is nullified. (X represents the value of the card this modifier is present on.)
55. Wild Game Changer Symbol: When you play this card, you can change the rule of any existing Add a Rule Modifier rule. If there are none to change, this card functions only as a wild card.
56. Direction Tracker card: Tracks the current direction of play. Flip the card if the turn order reverses.
57. Link Cards: Players that are linked are forced to draw the same amount of cards the other does. This excludes cards drawn from being linked. These cards are placed in front of linked players. The link is broken when a card with the Point Taken symbol is played.
58. Point Taken symbol: When you play a card with this symbol, start counting down from three. When you reach one, everyone points one finger at any other player. Starting with you, draw cards corresponding to the amount of fingers pointed at you. You cannot draw more than five cards from this symbol's effect.
59. Pileup Symbol: When you play this card, draw cards and place them in front of you until you get a non-wild card. This is a mini pile. The next player must place a card on top of the mini pile that matches in either number or color. Wild cards don't change the color of the stack and symbols and modifiers have no effect. This continues around the table until someone can't make a match. When this occurs, the entire mini pile goes into their hand. Play resumes after the losing player.
60. Drawn Together Symbol: When you play this card, place the link cards in front of any two players.
    a. Bonding Time - EFFECT: When triggered, place a Chain of Bonding card in front of any two players.
61. Play Two Symbol: When you play this card on another player, they must play two cards. If they cannot, for whatever reason, their turn is skipped and they must draw 2.
62. Wild Creeper Symbol: When you draw this card, show it to everyone before placing it in your hand, then draw three more cards. Any "when drawn" effects of those three cards are not activated.
    a. Detonator - EFFECT: When absorbed, publicly reveal this card before placing it in your hand, then absorb 3. If any of those cards have an experiment that progresses when absorbed, those experiments are nullified.
63. Wild Snorlax Traffic Symbol: When you play this card, choose a color. The next player draws three cards and then discards all cards that match the color you chose.
64. Battle Bond Symbol: When you play this card, choose a color. The next player needs to draw a card. If that card doesn't match the color you chose, they need to draw another card.
65. Draw 3 Symbol. When this is played against you, draw three cards.
66. Howler Symbol: When this is played against you, you must shout out loud every card you have in your hand, being sure to detail everything special about each card. You then lose your turn.
67. Wild Invisibility symbol: Can be used as a normal wild card, or can be discarded at any time to nullify the effects of any card played against you. Cards that affect multiple players only nullify the portion of the effect that applies to you.
68. Showdown 1 and 2 Modifier: When you play a card with this Modifier, Perform a showdown with the next player in the turn order. A third player will slap the table at a random time and the first of the two players to slap the table in response wins. The winner is decided by the group. Loser draws cards corresponding to the number of the Showdown Modifier.
    a. Alarm Disarm 1 - MODIFIER: When triggered, use the appropriate die to select a player. Reroll the die if the next player is selected. The selected player must slap the table at a random time. Once this occurs, you and the next player must race to slap the table in response. The player who slaps the table in response first is the winner of this trial. If it is unclear who won, the winner is decided by the group. The losing player must absorb 1.
    b. Alarm Disarm 2 - MODIFIER: When triggered, use the appropriate die to select a player. Reroll the die if the next player is selected. The selected player must slap the table at a random time. Once this occurs, you and the next player must race to slap the table in response. The player who slaps the table in response first is the winner of this trial. If it is unclear who won, the winner is decided by the group. The losing player must absorb 2.
69. Wild Showdown symbol: When you play a card with this symbol, Perform a showdown with a player of your choice. A third player will slap the table at a random time and the first of the two players to slap the table in response wins. The winner is decided by the group. Loser draws cards corresponding to the number between 1 and 3 chosen by the player who played the card.
    a. Alarm Disarm 1-3 - MODIFIER: When triggered, use the appropriate die to select a player. Reroll the die if the next player is selected. The selected player must slap the table at a random time. Once this occurs, you and the next player must race to slap the table in response. The player who slaps the table in response first is the winner of this trial. If it is unclear who won, the winner is decided by the group. The losing player must absorb 1, 2, or 3, with the winner choosing which value is absorbed.

70. Wild Ono 99 Symbol: While this card is in your hand, you cannot discard the card by matching it. All other means of getting rid of the card are fair game.
    a. Scrapable Value - EFFECT: While this card is in your hand, you cannot trigger this card.
71. Reverse Dare Symbol: When this symbol is rolled, the player who played the draw 2 dare card against you must perform a dare instead, meaning they'd roll the d6. If they also roll this symbol the dare comes back to you.
    a. Dare Die Effects:
        i. Perform a Family dare corresponding to the number on the Draw 2 Dare card.
        ii. Perform a Show-Off dare corresponding to the number on the Draw 2 Dare card.
        iii. Perform a Daredevil dare corresponding to the number on the Draw 2 Dare card.
        iv. Perform a House Rules dare corresponding to the number on the Draw 2 Dare card.
        v. Truth symbol.
        vi. Reverse Dare Symbol.
72. Truth Symbol: When this symbol is rolled, the player who played the Draw 2 dare card against you must instead ask you a truth based question, truth or dare style, and you must either answer it honestly, or draw 4.
73. Creeperific Urrggg Symbol: When you play this card, choose a color you want to get rid of. Starting with the player on your left and going clockwise, deal one of these colored cards to each player until you run out. You must channel your inner zombie and act like a zombie while you do this.
74. Wild Uno Dice Game Symbol: When you play this card, roll the D6 until you get a number that isn't six. Once you have a non-six number, roll the die five more times. If you roll that same non-six number 5 times in a row, you win the game. If you roll a 6, it's wild and counts as any number.
75. Trade Hands Modifier: When you play this card, choose another player and trade your entire hand for theirs.
76. Swap Hands Modifier: When you play this card, all players give their current hand to the player on their left before resuming play.
77. Wild Color Roulette Symbol: When this card is played against you, pick a color, then one by one, publicly reveal the top card of the draw pile until you get that color. All revealed cards go into your hand. Wild cards don't count as any chosen color. Afterwards, lose your turn.
78. Draw 6 Symbol: When this card is played against you, draw 6 and lose your turn.
79. Draw 10 Symbol: When this card is played against you, draw 10 and lose your turn.
80. Launch Modifier: When you play this card, choose another player, then choose a card in your hand you want to get rid of. Kick an extra point in a game of paper football with the player you chose. They're the goal post and must place their wrists on the table with their thumbs touching and index fingers facing up. You're the kicker, and must balance this card on its corner and attempt to flick the card through the goal post. There must be no obstructions between you and the other player and the distance between you must be at least two feet. If you succeed, the other player adds the chosen card to their hand. If you fail, the card goes back into your hand.
    a. Launch - MODIFIER: When triggered, choose another player and a card in your hand. The chosen player must place their wrists on the table with their thumbs touching and index fingers facing up. You must then balance this card on its corner and attempt to flick it so it flies between the index fingers of the chosen player. There must be no obstructions between you and the chosen player. The distance between you and the chosen player must be at least two feet. If you succeed, the chosen player adds the chosen card to their hand.
81. Whirlpool Modifier / Symbol: When you play this card, roll the D8 and refer to the instruction manual to determine which whirlpool event is happening.
    a. Next player draws until they draw a Blue, 2, 0, or wild card.
    b. Next player must show one card from their hand to the player on their right.
    c. Next player must show one card from their hand to the player on their left.
    d. Reverse the turn order and the player that triggered this event must roll the d8 and do a whirlpool action.
    e. Next player draws 3.
    f. Next player draws 2.
    g. Give one card from your hand to any other player.
    h. You may discard two cards from your hand in any order on any pile without triggering effects.
        i. The Void - EFFECT: When triggered, roll the D8 to select an option:
        ii. 1. The next player must absorb until they get a card or a card with a value of 0 or 2, or a diamond card.
        iii. 2. The next player must privately reveal one card from their hand to the player on their left.
        iv. 3. The next player must privately reveal one card from their hand to the player on their right.
        v. 4. Invert the turn order and reroll the D8.
        vi. 5. The next player absorbs 2.
        vii. 6. The next player absorbs 3.
        viii. 7. Choose another player and give them a card from your hand.
        ix. 8. You may scrap 2.
82. Blokus Shuffle Draw 2 Symbol: Draw 2, and play one of the drawn cards. Place the other drawn card at the bottom of the draw pile.

83. Wild Challenge Symbol: If another player plays a card against you that would force you to draw cards, and you play this card on top of it, the other player must draw that many cards instead, and then draw two additional cards. This can be used as a wild card normally. If this is played on top of a stack, the player who most recently contributed to the stack must draw the cards. If this card is played on top of a card that forces multiple players to draw, only the cards you were meant to draw get reflected.
84. Wild Dip Into the Deck Symbol: When you play this card, draw 1 and give any card from your hand to the next player in the turn order.
    a. Goopy Gift - EFFECT: When triggered, absorb 1 and give any card from your hand to the next player.
85. Steal a Slice Symbol: When you play this card, steal a real slice of pizza from another player, then draw a card from the draw pile without looking at it and give it to that player. If no other players have a slice of pizza for you to steal, draw one card from the draw pile and give it to a player of your choice.
    a. Molten Pizza - EFFECT: When triggered, if there is pizza present, steal a slice of pizza from another player, then take the top card of the vat without looking at it and give it to that same player.
86. Draw 1 Pizza Pizza Symbol: When you play this card, draw 1.
87. Wild Free Dip: When you play this card, reverse the turn order or skip the next player.
88. Extreme Hit Symbol: When you play this card, choose another player to roll the Attack D12 twice. Play resumes with the player after the player you targeted with this effect.
89. Hit 4 Symbol: When this card is played against you, roll the Attack D12 four times.
90. Ultimate Modifier: When you play a card with this modifier, you must perform the corresponding character ability listed on your character card.
91. Danger Modifier: When you play a card with this modifier, you must draw a card from the danger deck and carry out the corresponding actions.
92. Burn: When you are instructed to burn cards, you must place the designated number of cards from your hand face up one at a time in your burn pile. These cards still count as cards from your hand and you cannot win while you have cards in your burn pile. Cards in your Burn pile do not count towards the Mercy Rule.
93. Recover: When you are instructed to recover cards, take the designated number of cards from your burn pile one at a time and place them back in your hand. These cards can now be used normally.
94. Mambo Symbol: When you play this card, you may give one card from your hand to each opponent. You can give any card to any player in any order. Then you must play an additional card from your hand on top of the Mambo card to resume play.
95. Wild Crossing the Streams Symbol: When you play this card, starting with you, all players must draw one card, including you. Then, play an additional card of your choice on top of this card. All players must play a card of matching color on top of this card. This does not trigger symbols or modifiers. If a player is unable to do this, they draw 2 cards instead.
    a. Electric Arc - EFFECT: When triggered, all players must absorb 1. Next, scrap a hazard card here. Starting with the next player, all players must scrap a card of matching hazard here. If a player cannot do this, they absorb 2.
96. Wild We Don't Talk Card: When you play this card, choose a player. That player can no longer speak unless they call out "Uno!" Saying Uno breaks their curse. If you speak before your curse is broken, draw 3. If they say Uno without actually having only one card in their hand, their curse is still broken, but they must draw 2 like normal for falsely calling out Uno as well as the draw 3 from this effect.
97. Wild Altimeter Alert Symbol: When you play this card, choose a color. Next, all players, including you, place one card of that color face down in front of themselves. If you don't have a card of the chosen color you cannot participate. Next, everyone reveals their card and whoever has the highest number gets to play that card on top of the Altimeter Alert card to resume play. If there is a tie for the highest number, the tied cards do not count and the next highest number is the actual winner.
98. Wild Cosmic Crush Symbol: When you play this card, place all of the cards in your hand at the bottom of the draw pile in any order. Next, draw that same number of cards from the draw pile.
    a. Cosmic Radiation - EFFECT: When triggered, place all cards in your hand at the bottom of the vat, then absorb that same amount of cards.
99. Wild Special Agent Mater Symbol: When you play this card, take a peak at every other player's hand. You must act like a spy while doing so.
100. Wild Owen's Wild Raptor Squad Symbol: When you play this card, discard all 3 number cards in your hand in any order without triggering effects on top of this card.
    a. Caged Consumers - EFFECT: When triggered, scrap all cards with a value of 3 here.
101. Wild The Force Symbol: When you play this card, choose a color. Next, choose another player. If that player has any cards matching the chosen color, that player must draw 2 cards. Play resumes with the color you played.
    a. Literal Magic - EFFECT: When triggered, choose a hazard and another player. If the chosen player has a card of the chosen hazard in their hand, they must absorb 2. Play resumes with the chosen hazard.
102. Wild Circle of Life Symbol: When you play this card, all players pass one card from their hand to the player on their left.
103. Wild Infinity Gauntlet Symbol: When you play this card, choose another card from your hand and discard it on top of the Infinity Gauntlet card. It must be a color card. All players who have a card in their hand matching the color of the card you played must draw 2.

104. Wild Crash Up Symbol: When you draw this card, CRASH IMMEDIATELY. Take all cards from the hand of the next player in the turn order and shuffle them into your hand. Next, deal the cards between the two of you evenly starting with the other player. The crash up card goes on top of any discard pile before play resumes.
105. Wild Screen Slayer Symbol: When you play this card, all other players must close their eyes and place their hand face down in front of themselves. Next, choose any two cards from your hand and place them in the hand of any other player. After this, everyone opens their eyes.
106. Wild Tiny Diamond's Mixtape Symbol: When this card is played against you, you must draw one card from each other player's hand and add it to yours.
107. Wild Duke Caboom Symbol: When you play this card, choose two other players. Take the hands of those two players and shuffle them together. Next, deal the cards back evenly amongst the same two players. If there is an odd number of cards, you choose who gets the extra card.
108. Wild Forces of Nature Symbol: When you play this card, choose a color. As play continues, the color you chose is the only color that can be played. Wild cards cannot be played. This continues until it's the start of your next turn.
109. Wild Blind Symbol: When this card is played against you, you must close your eyes and draw one card from all other player's hands and add it to yours.
110. Wild Kickin' Battle Symbol: When you play this card, choose a player. Both you and the other player must select a card from your hand and reveal it simultaneously. Whoever has the higher number wins. The loser must add all cards used in the battle to their hand, including the other player's cards. They must also add an additional two cards from the draw pile to their hand. All cards without numbers count as 0. If there is a tie, you keep playing rounds until someone wins. If either player runs out of cards during the battle, they must draw a card from the draw pile, and use that card for the current round of the battle. This continues until someone loses.
111. Wild Kryptonite Symbol: When you play this card, starting with the next player in the turn order, all other players must either play a green card or a wild card. This does not trigger modifiers or symbols. If a player cannot do this, they must draw three cards instead.
112. Wild Dead Men Tell No Tales Symbol: When you play this card, choose a color. Starting with the next player in the turn order, all other players must draw cards from the draw pile until they get a card of the color you chose.
113. Wild Dead End Symbol: Cards cannot be played on top of cards with this Symbol.
114. Wild Draw 3 Symbol: When this card is played against you, draw 3.
115. Wild Draw 5 Symbol: When this card is played against you, draw 5.
116. Wild Draw 7 Symbol: When this card is played against you, draw 7.
117. Wild Draw 8 Symbol: When this card is played against you, draw 8.
118. Wild Draw 9 Symbol: When this card is played against you, draw 9.
119. Everyone Draws 2 Symbol: When this card is played, everyone draws 2, including you.
120. Wild Face Up Symbol. When this card is played, all players must play with their cards face up on the table so all players can see them. This effect only lasts until the start of your next turn.
121. Wild Draw 4 Discard 4 Symbol: When you play this card, draw four cards and then discard four cards in any order on top of this card. This does not trigger effects.
122. Sharing Secrets Symbol: When you play this card, you must privately show your hand to the player with the fewest cards.
123. Wild Shuffle Em Up Symbol: When this card is played, all players must discard all cards on top of this card in any order, and then draw the same amount of cards from the draw pile. This does not trigger effects.
124. See the Future Symbol: When you play this card, you privately view the top five cards of the draw pile.
125. Silence is Golden Symbol: When you play this card, all players cannot talk. The first player that does talk, draws four, and that nullifies the effects of this card for all other players.
126. Wild Exclusive Popcorn Symbol: When this card is played, you are the only player who can have access to any popcorn. This effect only lasts until the start of your next turn. If there is no popcorn present, this functions as a normal wild card.
127. Popcorn Hog Draw 2 Symbol: When this card is played, the player who most recently ate popcorn draws 2 cards.
128. Wild Run Symbol: When you play this card, you may discard any number of cards as long as they are in ascending sequential order. You cannot play the same number twice. Numbers in the sequence must increase by 1 each card. Effects are not triggered.
129. Wild Uno Bingo Symbol: When you play this card, roll the D10 to determine a color. The colors, one through ten, are Red, Yellow, Green, Blue, Orange, Purple, Pink, Grey, White, Brown. Then roll the D10 again for a number. If any player has a card that matches the number and color of the two dice rolls, they may discard that card without triggering effects.
130. Wild All Pass 2 Symbol: When you play this card, all players must pass two cards from their hand to the next player in the current turn order.
131. Wild Play 4 Symbol: When you play this card, draw four cards, and then play four cards in any order on top of this one. All effects trigger.
132. Wild Reroll Symbol: Play this card as your action by placing the card face up in front of you. From that point on if you are unable to play cards on your turn, you can choose to play this card as your action instead, by placing it on the appropriate discard pile. Then, discard your entire hand on top of the Reroll card in any order without triggering effects, and draw the same number of cards you discarded.

133. Transfer Plus Modifier: When you draw this card, you may select any cards in your hand that match the number of the Transfer Plus card you drew, and give them to any other player. The Transfer Plus card itself remains in your hand.
134. Doubles Symbol: While this card is in your hand, you must roll the D6 twice at the start of each of your turns. You can only play the Doubles card on a turn in which you rolled the same number twice at the start of your turn using the D6. This card cannot be played otherwise.
135. Surprise Command Symbol: When you draw this card, roll the D10 and perform the corresponding action.
    a. Random player draws 4.
    b. Random player discards all red cards in any order without triggering effects.
    c. Random player discards all green cards in any order without triggering effects.
    d. Current player draws 4.
    e. Current player discards all red cards in any order without triggering effects.
    f. Current player discards all green cards in any order without triggering effects.
    g. Current player gives another player a nickname. For the rest of the round, if any player accidentally refers to the chosen player by something other than their new nickname, the forgetful player must draw 2.
    h. Race! All players must race to play a card and match it on any of the four discard piles in any turn order without triggering effects. The last player to do this must take their card and place it back in their hand and then draw 2.
    i. All players draw 1.
    j. All players discard 1 card without needing to match its attributes or triggering effects, starting with the player who drew this card.
136. Tower Cards: While you control a tower card, you have its corresponding effect permanently applied to you. If you control all four towers at once, you immediately must place all four towers back in the center of the play area, therefore losing control of all of them, and then discard all cards from your hand in any order without triggering effects, except for one. This gives you Uno. Tower abilities only protect you, so cards that skip multiple players or force all players to draw cards for example, will still affect other players while not affecting you.
137. Tower 1: Nullifies the effects of all Draw 1 symbols played against you.
138. Tower 2: Nullifies the effects of all Draw 2 symbols played against you.
139. Tower 3: Nullifies the effects of all Draw 4 symbols played against you.
140. Tower 4: Prevents your turn from being skipped by skip effects.
141. Wild Grab A Tower Symbol: When you play this card, steal a Tower card from the center of the play area or another player. You now control that Tower.
142. Grab 2 Towers Symbol: When you play this card, steal 2 Tower cards from the center of the play area or another player. You can choose to steal one Tower from the center and one from another player or any other combination of these two. You now control those Towers.
143. Tower 1 Modifier: When you play this card, steal Tower 1 and take control of it.
144. Tower 2 Modifier: When you play this card, steal Tower 2 and take control of it.
145. Tower 3 Modifier: When you play this card, steal Tower 3 and take control of it.
146. Tower 4 Modifier: When you play this card, steal Tower 4 and take control of it.
147. Tiki Spin Modifier: When you play this card, roll the appropriate die to select a player. That player must perform the current Tiki Effect in play. If there are no Tiki Effects in play, nothing happens.
148. Tiki Cards: When you play this card, place it near the center, not on a discard pile. This is the current Tiki Effect. Then roll the appropriate die to select a player to perform the Tiki Effect you just played.
    a. Draw 1
    b. Draw 2
    c. Draw 4
    d. Discard Color
        i. Pink
        ii. Purple
        iii. Blue
        iv. Green
        v. Yellow
        vi. Orange
        vii. Red
        viii. Brown
        ix. Gray
        x. White
    e. Discard 2
    f. Go To
149. Discard 2 Symbol: When this effect is played against you, discard two cards in any order on any discard pile without triggering effects.
150. Go To Symbol: When this effect is played against you, play resumes with you.

151. Small Spin Modifier: When this is played against you, roll the D10 and perform the corresponding effect. Resolving this effect counts as your one turn action.
    a. Reroll the die.
    b. Gas Food Lodging
    c. Scenic View
    d. Cash Machine
    e. Phone Call
    f. Uno Spin!
    g. Escalator
    h. Taxi Boat Plane
    i. Luggage
    j. Recycle
        i. Micro-Sickness - MODIFIER: When triggered, the next player must roll the D10 to select which option they must resolve. Resolving this experiment counts as their one turn action.
        ii. 1. Reroll.
        iii. 2. Absorb until you get a card with a value of 2, 5, or 7.
        iv. 3. Choose another player and privately view their hand.
        v. 4. Absorb until you get an card.
        vi. 5. Ask the player on your left for a diamond card. If they have any, they must give you one. If they do not, continue asking players clockwise until you are given a card or until you have asked every player.
        vii. 6. You may scrap any 1 card of each hazard.
        viii. 7. You may scrap any cards with a value of 1, 3, and 6.
        ix. 8. Choose a hazard you currently have in your hand. You may scrap any cards of that hazard.
        x. 9. Scrap all cards in your hand, then absorb that same amount of cards.
        xi. 10. All players must shout Nausea! The first player to do this may scrap 1 and play resumes from them.
152. Gas Food Lodging Symbol: When you roll this effect, draw cards until you draw a 2, 5, or 7, number card.
153. Scenic View: When you roll this effect, choose another player and view their hand privately.
154. Cash Machine: When you roll this effect, draw until you get a green card.
155. Phone Call: When you roll this effect, starting with the player on your left, ask another player for a wild card. If they have any cards with the wild symbol, they must give one to you. If they don't have one, continue asking players for wild cards clockwise until you are given a card or until you have asked every player.
156. Escalator: When you roll this effect discard one card of each color from your hand in any order without triggering effects. You may choose to keep any cards you would be able to discard.
157. Taxi Boat Plane: When you roll this effect, discard all 1, 3, and 6 number cards in any order without triggering effects. You may choose to keep any cards you would be able to discard.
158. Luggage: When you roll this effect, choose a color you currently have in hand and discard all cards of that color in any order without triggering effects. You may choose to keep any cards you would be able to discard.
159. Recycle: When you roll this effect, discard all cards from your hand and draw that same amount of cards.
160. Wild Reflex Symbol: When you play this card roll the D10 and refer to the color present on the side you roll. All players must then race to play a card matching that color. A match must be made. Then you must grab the D10 as fast as possible. The first player to do this gets to play that card as an extra action and play resumes with them. All other cards played by other players from this effect go back in their hand. If anyone played the wrong color, they must draw 2 cards, even if they were too slow. If nobody has a color to match, nothing happens.
161. Eye Eye Modifier: When you play a card with this Modifier, roll the D6 to decide the effect. Then roll the D6 again to decide who performs the effect. Once both have been decided, the chosen player performs the chosen effect.
    a. Effects:
        i. 1-2: Draw 4.
        ii. 3-4: Discard 1.
        iii. 5-6: Draw until you get a Blue, Yellow, or Wild card.
    b. Who performs the effect:
        i. 1-2: A player of your choice.
        ii. 3-4: Nobody.
        iii. 5-6: You.
162. Meltdown Symbol: When you play this card, all other players must roll the D4 and draw that many cards.
    a. Splash Damage - EFFECT: When triggered, all other players must roll the D4 and absorb the value they rolled.
163. Wild 35 Symbol: Only three and five number cards can be played on top of a card with this Symbol.
164. Wild Hadouken Symbol: When you play this card, choose a player. They must draw cards until they draw a card containing a symbol or modifier that can skip players or reverse the turn order in any way. Once they draw a card with this condition, they must discard it on top of the Hadouken card without triggering effects.

165. Wild Comin' Through Symbol: When you play this card, use the appropriate die to select five random players, excluding you and your teammate. If you, your teammate, or a non-player number is rolled, reroll. The same player can be selected multiple times. Then, give one card from the draw pile to each player that was selected for each time they were selected. Next, do the same thing again except this time, you and your teammate are viable options to be rolled. After this effect has resolved, place this card at the bottom of its draw pile. "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
    a. Boom Barrels - EFFECT: When triggered, use the appropriate die to select five random players excluding you and your teammate. If you or your teammate is selected by the die, reroll. The same player can be selected multiple times. Each time a player is selected, they must absorb 1. Next, repeat this process but you and your teammate can now be selected. Dissolve this card.
166. Wild Worth It Symbol: When this card is played, from that point on, whenever a player plays cards that aren't number cards, or cards with the Worth It, Lean On, Scream And Shout, and Just Dance Machine symbols, they must draw 1 card for each instance. The length of this effect is 12 player turns plus 1D4 more turns. After this card is played, "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
    a. Moon Goop - EFFECT: When triggered, from now on, when any player triggers cards that do not have a value, or cards containing the Moon Goop, Surge Swapper, Level Of Destiny, or Mutation Muck experiments, they must absorb 1 for each instance. Roll the D4 and add 12 to the rolled value to determine the amount of player turns this effect persists through before resolving. Once triggered, dissolve this card.
167. Wild Lean On Symbol: Starting with yours, all pairs of players positioned across from one another swap hands. If there are an odd number of players, you are the odd one out and do not swap your hand. "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
    a. Surge Swapper - EFFECT: When triggered, all pairs of players seated across from each other, starting with yours, swap hands. If there is an odd number of players, you are the odd one out and do not swap your hand. Dissolve this card.
168. Wild Scream and Shout Symbol: When you play this card, all players, starting with you, excluding the player with the fewest cards, must "dissipate" cards in a specific order on any discard pile without triggering effects, until they have the same amount of cards as the player with the fewest cards. These are the categories of card you must dissipate in order from most prioritized to least. Within these categories you must dissipate cards starting with the lowest main effect ID. "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
    a. Colored number cards (lowest to highest).
    b. Colored action cards.
    c. Themed wild cards.
    d. Regular wild cards.
    e. Wild draw 4 cards.
        i. Level Of Destiny - EFFECT: When triggered, all players, starting with you, excluding the player with the fewest cards, must dissolve cards in a specific order until they have the same amount of cards as the player with the fewest cards. These are the categories of card you must dissolve in order from highest to lowest priority. Within these categories, dissolve cards starting with the lowest effect ID. Dissolve this card.
        ii. 1. Hazard cards with a value, lowest to highest.
        iii. 2. Hazard cards with an effect.
        iv. 3. Cards containing the Moon Goop, Surge Swapper, Level Of Destiny, or Mutation Muck experiments.
        v. 4. Diamond cards with no experiments.
        vi. 5. Diamond cards containing the Absorb 4 experiment.
169. Wild Just Dance Machine Symbol: When you play this card, all players must draw one Wild Experiment card. "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
    a. Mutation Muck - EFFECT: When triggered, all players must absorb one Mutator card. Dissolve this card.
170. Wild Experiment Card: This card is the same on both sides. When you play this card, reveal and dissipate cards from the draw pile until you get a colored action card. Then play this colored action card. This card does not get shuffled back into the draw pile if the draw pile runs out.
171. Wild Little Help Symbol: When you play this card, it clones all effects on the card beneath it, and all of these effects trigger as if you just played them.
172. Wild Escape Symbol: Choose an opponent. View their hand. Your team's card totals are concealed until either of you call "UNO". Dissipate this card.
    a. Mazeless Hedge - EFFECT: When triggered, choose an opponent and privately view their hand. You and your teammates must then conceal your hand until any of you call Eureka! Dissolve this card.
173. Wild Wild Punching Things Symbol: You may play this card out of turn when you would be affected by the previous player's Draw card. If you did, the drawing penalty instead doubled and redirected at the player who played it (they cannot stack or play cards to nullify). Then, dissipate this card. When played on your turn, choose the color of play (as a Wild).

    a. Mirror Multiplier - EFFECT: You may trigger this card, out of turn if necessary, when an absorb card or mass it triggered against you by the previous player. If this occurs, the absorb experiment or mass is countered, and the amount of cards the previous player must absorb is doubled. The previous player cannot continue the mass or trigger any cards that would nullify this effect. Dissolve this card.

174. Curse Symbol: While this card is in your hand, you must draw one card whenever you play a card. This effect stacks if you have multiple cards with this symbol in your hand.
    a. Autoclaw - EFFECT: While this card is in your hand, you must absorb 1 whenever you trigger a card. This effect stacks if you have multiple cards with this effect in your hand.
175. Wild Typhon's Trick Symbol: When you play this card, choose another player to draw four cards, then randomly "dissipate" two cards from their hand. This card then gets dissipated.
    a. Semi-Fresh Goop - EFFECT: When triggered, choose another player to absorb 4, then randomly dissolve two cards from their hand. Dissolve this card.
176. Wild Draw 1-6 Symbol: When this card is played against you, you must roll the D6 and draw that many cards.
177. Wild All Draw 1-6 Symbol: When you play this card, all other players, starting with the next player in the turn order, must roll the D6 and draw that many cards.
178. Wild Craft a Wild Card Symbol: Before playing this card, discard four cards onto any one discard pile without triggering effects in any order. These four cards must all be different colors from each other. Then, play this card on top of them.
179. Wild Viking Battle Symbol: When you play this card, choose a player to battle. You both will choose a card from your hand to place face down in front of you. Then, you both reveal your card simultaneously. If you choose a color card and the other player does not have the same color, they must draw 3. If you play a Wild and they don't, they draw three. If you both play the same color, both play a wild, or if you play a color and they play a wild, nothing happens.
180. Wild Team Attack Symbol: When you play this card, you may discard up to three cards from your hand in any order on any one discard pile, without triggering effects. Any cards you discard with this effect must have either a Skip, Reverse, or Draw 2 Symbol or modifier on them.
181. Wild Jellyfishing Symbol: When you play this card, all players must publicly reveal any 9 number cards they have in their hand. If any player does not have any 9 number cards, they must draw 2. Then all players place any 9 number cards they revealed back in their hand.
182. Wild Super Absorbency Symbol: When you play this card, the player with the fewest cards must draw one card randomly from the hand of both the player on their left and the player on their right. Then they must draw a card from the draw pile. If there is a tie between who has the fewest cards, you get to choose which of those players this effect targets.
183. Wild Draw 6 Meme Symbol: When you play this card, choose a color. Then the next player in the turn order must draw 6 cards. If any of the cards that player draws match the color you chose, that player gets to discard all cards of that color from their hand in any order without triggering effects on top of the Draw 6 Meme card.
184. Wild Mr. Meeseeks Symbol: When you play this card, search any and all discard piles for one card of your choice. Once you have chosen a card, take it, and place it on any discard pile as an extra action. Effects on the card that would normally activator on play, activate, but this does not count as playing that card. Any effects this card triggers cannot be challenged.
185. Wild Robin's Rule Symbol: When you play this card, choose another player. That player must discard all pink cards from their hand in any order on top of the Robin's Rule card without triggering effects.
    a. Empty Magenta - EFFECT: When triggered, choose another player. That player must scrap all CHEM cards from their hand here.
186. Wild Shenron's Wish Symbol: When you play this card, draw the top card of the draw pile and place it on top of the Shenron's Wish card without triggering effects. If the card you drew is an odd-numbered card, you must perform one of the following actions.
    a. The next player draws 2.
    b. Reverse.
    c. Choose another player. Their next turn is skipped.
    d. Discard a card on top of the card you drew to activate this effect, without triggering effects.
187. Wild Rad Style Symbol: When you play this card, choose a color. This color does not have to be one of the 10 colors present in the game. All players wearing any article of clothing containing the color you chose must draw 2.
188. Wild The One Where You Draw Symbol: Choose one of the following 6 sets. The next player in turn order must keep drawing cards until they draw a card from that set.
    a. A: 1, 7, 9, Reverse, Draw 2, Normal Wild.
    b. B: 1, 5, 9, Wild Draw 4, Reverse, Normal Wild.
    c. C: 0, 2, 6, Skip, Draw 2, Normal Wild.
    d. D: 0, 4, 6, 8, Wild Draw 4, Normal Wild.
    e. E: 3, 5, 8, Wild Draw 4, Skip, Normal Wild.
    f. F: 2, 3, 4, 7, Wild Draw 4, Normal Wild.
189. Wild Pic-A-Nic Symbol: When you play this card, take the card you just played this card on top of and place it in your hand. You can play the Pic-A-Nic card out of turn if necessary. Play resumes with whoever's turn it was before you played this card.

190. Wild Web Slinger Symbol: When you play this card, you may choose to give away up to three cards of the same color from your hand to any other player. You can even split up the cards given in any combination you choose.
191. Wild On Tour Symbol: When you play this card, lay your entire hand face down in front of you and then steal another player's entire hand. The player you stole from now must either take your original hand, or steal another player's hand. Once a player has had their hand stolen or if they steal someone's hand, their hand cannot be stolen again. This cycle continues until until everyone has had their hand stolen.
    a. Rap Battle - EFFECT: When triggered, place your hand face down in front of you and steal another the hand of another player. The player you stole from must then either steal your original hand, or steal the hand of another player. Once a player has had their hand stolen or if they steal the hand of another player, their hand cannot be stolen again. This continues until everyone has had their hand stolen.
192. Wild Best of Both Worlds Symbol: When you play this card, choose an effect you want to activate.
    a. All Draw 1.
    b. Draw 4 Nullifier.
193. Draw 4 Nullifier Symbol: When a Draw 4 Symbol is played against you, you may play this card, out of turn if necessary, to nullify the Draw 4 Symbol.
194. Wild Hannah Montana Spin Symbol: When you play this card, the next player must roll the D10 and perform the corresponding action.
    a. Discard All But 2 Symbol.
    b. Discard Color Swirly symbol.
    c. Discard Number (Same as base uno spin)
    d. Draw Star.
    e. Show Hand.
    f. On Tour.
    g. All Draw 2.
    h. Sweet Niblets.
    i. Uno Spin! (Shouting effect)
    j. Reroll
        i. Turn Table - EFFECT: When triggered, the next player must roll the D10 to select an option they must resolve:
        ii. 1. Scrap cards until you only have two cards in your hand.
        iii. 2. You may scrap any cards of any one value here.
        iv. 3. Choose a hazard currently in your hand. You may scrap any cards of that hazard.
        v. 4. The previous player must absorb until they get a card with a value of 6,
        vi. 7, 8, or 9 or until they get a diamond card.
        vii. 5. The previous player must publicly reveal their hand.
        viii. 6. The previous player must place their hand face down in front of themself and steal another the hand of another player. The player they stole from must then either steal their original hand, or steal the hand of another player. Once a player has had their hand stolen or if they steal the hand of another player, their hand cannot be stolen again. This continues until everyone has had their hand stolen.
        ix. 7. All other players absorb 2.
        x. 8. All players must race to say Rap battle! The first player to do this must trigger another card and play resumes with that player.
        xi. 9. All players must race to shout Nausea! The first player to do this may scrap 1, and play resumes with them.
        xii. 10. Reroll.
195. Draw Star Symbol: When this card is played against you, draw cards until you get a 6, 7, 8, or 9 number card, or a wild card.
196. Sweet Niblets Symbol: When you play this card, all players must race to say "Sweet Niblets!" The first player to do this must play another card as an extra action and then play resumes with them as well.
197. Wild Big Bang Theory Kitty Symbol: When this card is played against you, you must draw cards until you get a 0, 3, 5, or 9 number card.
198. Wild Shanks Symbol: When you play this card, choose a color and a player. That player must privately show you any cards in their hand that match the color you chose. If the player has no cards matching the color you chose, nothing happens. The other player has the option to nullify this effect by playing a 1 number card out of turn on top of the Shanks card without triggering effects.
199. Wild Uno Uno No Mi Symbol: Before you play this card, play an additional card as an extra action, then play this card on top of the card you played to duplicate all of the effects of that card.
200. Wild Exterminate Symbol: When you play this card, the player with the fewest cards must draw 4. If there is a tie for who has the fewest cards, all tied players must draw 4.

201. Wild Bond's Future Prediction Symbol: When you play this card, choose a color, then all other players must publicly reveal a card of that color. If any player does not have any cards that match the color you chose, they must draw three. All revealed cards return to their owner's hand.
202. Wild Sabotage Symbol: When you play this card, choose a player and privately view their hand. You may then choose to swap a card from your hand with a card from theirs.
203. Wild Jim Hopper Symbol: When you play this card, the player with the most cards must discard half of their entire hand in any order on top of the Jim Hopper card without triggering effects. If that player has an odd number of cards, they discard the larger amount. If there is a tie for who has the most cards, all tied players must perform this action.
204. Wild Where Everyone Fits In Symbol: When you play this card, choose either Flex or Non-Flex. If you choose Flex, players with more Non-Flex cards than Flex cards in their hand must draw 3 and vice versa. If a player has the same amount of Flex and Non-Flex cards, they're completely safe from this effect.
205. Wild Roy Kent Grunt Symbol: When you play this card, challenge another player to a staring contest. Once the contest has begun, both players must repeatedly grunt at each other until one of them loses the staring contest or stops grunting. The loser draws 2.
206. Wild Yellowstone Brand Symbol: When you play this card, all other players must show everyone a yellow card from their hand. If any other player cannot show any yellow cards, that player must draw 2.
207. Wild Save The Day Symbol: When you play this card, choose another player and place this card in front of them. That player cannot be affected by any DRAW effects until any player plays a Wild card. Once a Wild card is played, that player must place this card at the bottom of the discard pile the Wild card was played on.
    a. Grid Shield - EFFECT: When triggered, move this card in front of another player. While this card is in front of that player, they ignore any experiments that would force them to absorb. From now on, if a diamond card is triggered by any player, this card is placed at the bottom of that same station.
208. Wild Shark Week Symbol: When you play this card all other players must then race to put their hand on the card. The last player to do this draws 4.
    a. Hang On - EFFECT: When triggered, all other players must race to put their hand on this card. The last player to do this absorbs 4.
209. Wild Power of Greyskull Symbol: Before you play this card, raise it above your head and loudly say, "By the power of Greyskull, I have the power!" Then play this card. When you play this card, all other players draw 3.
210. Wild Mayhem Symbol: When you play this card, choose a direction of play. All players must then pass their entire hand to the player in the chosen direction.
211. Wild Trade Places Symbol: When you play this card, choose a player. Switch places and your entire hand with that player.
212. Wild Happy Holiday Symbol: When you play this card, choose a color. All other players must then draw 1. If any player draws a card using this effect that matches the color you chose, they must play that card on top of the Happy Holiday card without triggering effects.
213. Wild Seinfeld Episode Symbol: At the start of the game, all players must unanimously agree on which of the eight effects this symbol will represent. For that game, whenever this card is played, the chosen symbol effect activates.
    a. Serenity Now.
    b. Festivus Feats of Strength.
    c. Elaine Dance.
    d. Jimmy.
    e. Yada Yada.
    f. No Uno For You.
    g. It's Not You, It's Me.
    h. Can You Spare A Square.
214. Serenity Now Symbol: When you play this card, all other players must race to say "Serenity now!" The last player to do this draws 4.
215. Festivus Feats of Strength Symbol: When this card is played against you, you must either do ten pushups or draw 4.
216. Elaine Dance Symbol: When you play this card, choose a player. That player must do their best Elaine dance. If they refuse to do the dance, they must draw 4.
217. Jimmy Symbol: When you play this card, all players must refer to themselves in the third person. This continues until another wild card is played by any player. Whenever a player is asked a question, they must answer. If you accidentally refer to yourself in the first person while this effect is active, you must draw 2 for each instance.
218. Yada Yada Symbol: When you play this card, you must tell a story about literally any subject, but the story must end with you saying the phrase "yada yada so I discarded 2 cards." As long as the story ends with that phrase, you must then discard two cards on top of the Yada Yada card without triggering effects in any order.
219. No Uno For You Symbol: If anyone calls Uno and they only have one card in their hand, you may play this card, out of turn if necessary. This forces that player to draw 4.
220. It's Not You, It's Me Symbol: If a player plays a card with any symbols or modifiers on it against you, you can play this card to force that player to suffer all of the effects on that card instead. This functions as a normal wild otherwise.
221. Can You Spare A Square Symbol: When you play this card, choose a card from your hand and give it to a player of your choice.

222. Wild King Pig Symbol: When you play this card, choose a color. Starting with the opponent on your left and going clockwise, draw one card from the draw pile and give that card to that player. Do this until you draw a card that matches the color you chose. Players are able to receive an unequal amount of cards. Only opponents can receive cards from this effect.
    a. Spoiled Hams - EFFECT: When triggered, choose a hazard. Starting with the opponent on your left and going clockwise, absorb 1 and give that card to the corresponding player. Continue this until you absorb a card of the chosen hazard. Only opponents can receive cards from this effect.
223. Wild Triforce Symbol: When you play this card choose a color, the next player must play a number card that is a 3 6 or 9 on top of it that matches the color you chose. If the player cannot do this, they must draw three cards.
    a. Triangle Trio - EFFECT: When triggered, choose a hazard. The next player must scrap a card with a value of 3, 6, or 9 that matches the chosen hazard here. If they cannot do this, they absorb 3.
224. King Modifier: When you play this card, the King card gets passed to the player to the left of the current king. The new king then chooses a new jester. They can choose ANY player. That player is the new Jester, and must take the Jester card from whoever owns it.
    a. Royalty Reassignment - MODIFIER: When triggered, the Royalty card gets passed to the player to the left of the current Royalty. The new Royalty chooses any player to be the new Fool. The new Fool must take the Fool card from whoever has it.
225. King's Choice Modifier: When you play this card, the King gets to choose any player to draw one card.
226. Jester's Choice Modifier: When you play this card, the Jester must draw 1 card.
227. Wild Rummy Up Symbol: When you play this card, you must do one of two things. You may either discard all cards that contain the same number on top of this card without triggering effects in any order, or you may discard any cards of matching color in ascending numerical order on top of this card.
228. Wild Narwhal Rule Symbol: When you play this card, starting with you and progressing in the current direction of play, all players must draw one card from the draw pile without looking at it. They then must hold it up to their own forehead out of their own vision but in plain view of all other players. From that point on when a player's turn comes around and they are still holding the card near their forehead, they must guess what color the card is. If they're holding a wild card, any guess is correct. If the player correctly guesses their color, they get to discard that card onto any discard pile without triggering effects, and then they can take their turn like normal. If they guess incorrectly, their turn automatically ends and the next player starts.
229. Color Power Cards: These four cards are placed near the center for all to see at the start of the game. These cards can be controlled by players if they play a specific card. The four color powers are as follows:
    a. When you control red, you can give all of your red cards to any one player at any time.
    b. When you control yellow, you're completely immune to all skips, reverses, draw cards, and players cannot give you cards from their hand. If multiple players are skipped and you are one of those players, all other players affected by the ability are still skipped, but you are not. If the turn order is reversed the turn before it would be your turn, the reverse is nullified, resulting in you taking your turn next.
    c. When you control green, if at any point you can't make a match on your turn, you can instead draw the top card of the draw pile and discard it on any pile regardless of if it is a match or not. This would count as your one turn action.
    d. When you control blue, you may play up to two playable cards on your turn.
230. Wild Color Character Symbol: When you play this card, you gain control of the corresponding Color Power card.
231. Wild Color Choice Symbol: When you play this card, you can choose any one Color Power card to gain control of.
232. Wild Pride Symbol: This card functions as a Wild card, but any of the ten colors can be played on top of it.
233. Wild Spider Sense Symbol: When you play this card, all other players must publicly reveal either a 2, 6, or 9 number card from their hand. If they don't have one, they must draw 2.
234. Wild Name Symbol: When you play this card, roll the appropriate die to randomly select a player using player numbers. The player selected gets to play a card on top of this card without triggering effects. If a number is rolled and no player is assigned to that number, reroll. If the chosen player has no matches to make, this card functions as a normal Wild card.
    a. ID 4 M3 - EFFECT: When triggered, roll the appropriate die to select a player. The selected player may scrap a valid card here. If they have no valid matches, this effect is nullified.
235. Skip To Symbol: When you play this card, choose a player, you can even choose yourself. Play then immediately skips to the player you chose.
236. The Giving Card Symbol: When you draw this card, choose a player. This card then goes directly into that player's hand.
237. Shield Symbol: When any draw based card is played against you, you can play this card on top of it to nullify all effects on that card. This can only be done if the draw card matches your shield card in color.
238. Wild Played With Too Much Symbol: When you play this card, choose a color. Next, all other players in the current turn order starting with the player after you must discard all the cards in their hand of that color in any order without triggering effects on top of this card. Then they must draw the same amount of cards they discarded from the Draw Pile.
239. Wild Justice Symbol: When you play this card, starting in the current direction of play, deal one card from your hand to each of the remaining players until you are down to one card. Upon dealing the last card you must call "UNO."

240. Wild Batman Hero Symbol: This card can nullify the effects of any purple, blue, green, yellow, or orange color card. It can also nullify the wild effect of a normal wild card. It can also nullify the effects of any wild card as long as the top color in the color diamond is part of the color group listed previously. In order to nullify any card, this card must be played on top of the card you wish to nullify.
241. Wild Superman Hero Symbol: This card can nullify the effects of any red, pink, brown, gray, or white color card. It can also nullify the wild effect of a normal wild card. It can also nullify the effects of any wild card as long as the top color in the color diamond is part of the color group listed previously. In order to nullify any card, this card must be played on top of the card you wish to nullify.
242. Wild Cars Victory Lap Symbol: When you play this card, all players pass their hand face down in the current direction of play. Players cannot look at the hand they've been given, except for you. You then get to look at the cards passed to you and decide whether to keep the cards or pass them. This process continues until you decide to keep the hand you've been given or you get your own cards back.
    a. G-Force Joyride EFFECT: When triggered, all players give their hand face down to their next player. Players cannot look at the hand they received, except for you. View the hand you received and choose to keep it or give it. Repeat this process until you decide to keep the hand you received or until you get your original hand back.
243. Wild Accele-Race Symbol: When you play this card, draw the top card from the draw pile and place it on top of this card. Next, everyone races to discard one card that matches that color on top of that card without triggering effects. If you are quick, your card stays in the discard pile. But if you are the last person to play a card, you have to put it back in your hand. If you don't have that color, you cannot join the race.
    a. Slip Slime - EFFECT: When triggered, take the top card of the vat and place it here. All players must then race to scrap one card of matching hazard here. The last player to scrap a card returns that scrapped card to their hand. If a player does not have a card of matching hazard, they do not participate.
244. Wild Wishing Star Symbol: When this card is played, all other players starting with the next player in the turn order, must draw cards until they draw a purple, pink, orange, or blue number card.
245. Wild Just Keep Swimming Symbol: When this card is played against you, draw cards until you draw a blue card.
246. Wild Olaf's Summertime Symbol: When you play this card, you may discard either up to three pink cards or up to three yellow cards without triggering effects in any order on top of this card.
247. Wild Let It Go Symbol: When you play this card, immediately discard all of your blue cards in any order on top of this card without triggering effects.
248. Wild Power Ring Symbol: When you play this card, take all yellow cards in your hand and give them to other players in any order or quantity you wish.
249. Wild Expelliarmus Symbol: When you play this card, whichever card was most recently played before the Expelliarmus card gets sent back to the hand of the player who played it. The effects of the card that gets returned are not undone or nullified. You then get to choose any player to draw four cards.
250. Wild Voldemort Symbol: When you play this card, you get to discard all 2, 6, and 9 number cards from your hand in any order without triggering effects on top of this card.
251. Wild Sorting Hat Symbol: When you play this card, choose another player and they must draw cards until they draw a 1, 2, 3, or 4 number card.
252. Wild Duet Symbol: When you play this card, starting with the next player in the turn order, all other players must discard a pair of specific number cards on top of this card in any order without triggering effects or draw 2 cards if that can't. Here are the valid pairs: 0 and 2, 1 and 6, 3 and 5, and 4 and 9.
253. Wild Sharpay's Helping Hand Symbol: When you play this card, choose any card in your hand and place it in another player's hand.
254. Wild Run! Symbol: When you play this card, nullify any reverse, skip, or draw 2 effects played against you, but these are the only effects it can nullify. It doesn't necessarily nullify every effect on the card. This card can nullify reverses if the reverse is played immediately before it would have been your turn. Playing this card to nullify the skip symbol does not count as your one turn action.
255. Wild Superman's X-Ray Vision Symbol: When you play this card, choose another player and look at their hand. Then you can choose to evenly exchange any cards in your hand for any cards in their hand.
    a. Thermal Camera - EFFECT: When triggered, choose another player to privately reveal their hand to you. Next, you may evenly swap any cards in your hand with any cards in theirs.
256. Wild Hyperspeed Symbol: When you play this card, choose a color. From that point on, when that color is played, the next player in the turn order is skipped. This effect only lasts until a new color is played.
257. Wild Dumb-Fu Symbol: When you play this card, the next player must strike a Dumb-Fu pose and hold that pose until the start of their next turn. If they break the pose before that happens, they draw four.
258. Wild Oogie Boogie Symbol: When you play this card, choose a player. That player must publicly draw cards until the sum of the cards they draw is 11 or higher. So any number cards they draw add to the total, and once those numbers reach 11 they can stop drawing. Any non-number cards go directly into that player's hand and don't contribute to the sum total. Once that player reaches 11, they get to play the most recent card they drew on top of the Oogie Boogie card without triggering effects.

259. Wild Oogie Boogie 2021 Symbol: When this card is played against you, draw until you get a 5, 6, 7, or 8 number card, or a card with the Wild Draw 4 symbol.
260. Wild Man's best Friend Symbol: When you play this card, you may discard up to three 1, 2, 3, 5, skip, reverse, draw 2, draw 4, and wild cards without triggering effects in any order on top of this card. Then, choose another player to be your Best Friend and they get to discard one of those cards on top of your stack without triggering effects as well.
261. Wild Trick or Treat Symbol: When you play this card, all other players, starting with the next player in the turn order, must draw one card. Then you choose a color. If the card any player drew matches the color you chose, they can discard it on top of the Trick or Treat card without triggering effects. If not, it goes in their hand.
262. Wild Dr. Blowhole's Revenge Symbol: When you play this card, draw four cards from the top of the draw pile without looking at them and give them to any player or players of your choice in any combination.
263. Wild Recipes For Disaster Symbol: When you play this card, choose a whole number between 0 and 9. Starting with the next player, all other players must discard one number card matching the number you chose on top of this card without triggering effects. If they don't have a match, they draw three cards.
    a. Special Ingredients - EFFECT: When triggered, choose a whole value between 0 and 9. Starting with the next player, all other players must scrap a value card matching the chosen value here. If a player does not have a match, they absorb 3.
264. Wild Welcome To The Jam Symbol: When you play this card, instead of placing it on a discard pile, hold it as high in the air as you can and then drop it. If the card lands with this symbol face up, you get to place the card on a discard pile and then discard two more cards on top of it in any order without triggering effects. If the card lands face down, you still need to place it on a discard pile, but then you need to draw 2 cards.
265. Wild Best Friends Symbol: When you play this card, choose a number. You must have a number card matching the number you choose in your hand. Next, starting with the next player in the turn order, all other players may choose to discard a card matching the number you chose without triggering effects on top of this card. If they don't have that number in their hand, they cannot participate in this effect. Once every other player has had the opportunity to play a card, play the card from your hand that matches the number you chose on top of the other cards discarded using this effect, without triggering effects.
266. Wild That Was One In A Million Symbol: When you play this card, choose a color. The next player must take a card of that color from their hand, close their eyes, and attempt to toss the card so it lands on top of the discard pile containing this card. If the player misses the shot or does not have a card of the chosen color, they must draw three. The thrown card, whether successfully landed or not, goes on top of the That Was One In a Million Card.
267. Wild From The Sewers Symbol: When you play this card, the next player must draw cards until they have at least one blue, purple, orange, and red card in their hand. Wild cards don't count for any color.
268. Wild Supercharged Symbol: When you play this card, choose any color you currently have in your hand and discard all cards of that color in any order without triggering effects on top of this card.
269. Wild Power of Friendship Symbol: When you play this card, choose a color but DON'T TELL ANYONE. Take a card of that color from your hand and place it face down in front of you. Then every player picks a card from their hand they think matches the color you just placed. Once everyone has chosen a card, you must count down 3, 2, 1, and everyone reveals their cards at the same time. All players who played a matching color get to discard the card they chose on top of the power of friendship card without triggering effects. If they didn't match, the card goes back into their hand. Finally you discard the card you placed on top of that same pile. Your card also doesn't trigger effects.
270. Wild Friendship Symbol: When you play this card, everyone discards one, and you get to discard another card if you want. No effects are triggered. All discarded cards go on top of this card corresponding to the current turn order starting with you.
271. Wild Super Hero Symbol: When you play this card, the player or players with the most cards gets to discard one card on top of this card without triggering effects.
    a. Super Serum - EFFECT: When triggered, the player or players with the most cards must scrap 1 here.
272. Wild Villain Symbol: When you play this card, the player or players with the fewest cards must draw 3.
    a. Levitating Pebbles - EFFECT: When triggered, the player or players with the fewest cards absorbs 3.
273. Wild Thirst Symbol: When you play this card, choose any player. That player must draw cards from the deck until they draw either a red card or any wild card. Upon drawing one of those cards, the player must place it on the thirst card without triggering effects.
    a. Thick Liquid - EFFECT: When triggered, choose any player. That player must absorb until they get a card or a diamond card. Once this occurs, they must scrap it here.
274. Wild Desafio da Pegada Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Don't move until your next turn.
    b. Hold a card between your knees and do a lap around your opponents.
    c. Imitate a dinosaur until your next turn.
    d. Snore until your next turn.
    e. Don't talk until your next turn.
    f. Keep jumping until your next turn.

    g. Hold a card to the wall with your nose until your next turn.
    h. Keep an imaginary hula hoop spinning until your next turn.
    i. Draw 5.
    j. Draw 1.
275. Wild Desafio da Nota Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Sing your favorite song.
    b. Dance until your next turn.
    c. Imitate another player until your next turn.
    d. Accept a card from the next player in turn order.
    e. Play an imaginary guitar until your next turn.
    f. Raise your arms until your next turn.
    g. Stay silent until your next turn.
    h. Say "Três pratos de trigo para três tigres tristes" three times in a row.
    i. Snap your fingers until your next turn.
276. Wild Desafio do Olho Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Talk like an alien until your next turn.
    b. Jump like a frog until your next turn.
    c. Make funny faces until your next turn.
    d. Let someone mess up your hair.
    e. Do 10 Jumping Jacks.
    f. Speak without closing your mouth until your next turn.
    g. Draw 2.
    h. Imitate a chicken until your next turn.
    i. Pretend you are sleeping until your next turn.
    j. Imitate a zombie until your next turn.
277. Wild Desafio da Coroa Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Walk like a model.
    b. Balance one card on each shoulder until your next turn.
    c. Pretend you're putting on makeup until your next turn.
    d. Spin 5 times, then take 10 steps in a straight line.
    e. Imitate a dragon until your next turn.
    f. Balance a card on your head until your next turn.
    g. Tell a story while holding your nose shut until your next turn.
    h. Sing Happy Birthday until your next turn.
    i. Talk like a baby until your next turn.
278. Wild Desafio da Engrenagem Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Dance like a robot until your next turn.
    b. Talk like a robot until your next turn.
    c. Don't Smile until your next turn.
    d. Stand on one foot until your next turn.
    e. Don't blink until your next turn.
    f. Speak while holding your tongue until your next turn.
    g. Show your cards.
    h. Talk to a card until your next turn.
    i. Laugh non stop until your next turn.
279. Wild Desafio da Concha Symbol: When you play this card, choose one of the following challenges. The next player must complete the challenge, or draw 5. Here are the challenges.
    a. Pretend to swim until your next turn.
    b. Imitate a mermaid until your next turn.
    c. Get tickled by someone.
    d. Draw one card by blowing it off the draw pile.
    e. Sleep until your next turn.
    f. Imitate another player until next turn.
    g. End your sentences with "Mi-Mi-Mi" until your next turn.
    h. Imitate a cat until your next turn.
    i. Imitate a pirate until your next turn.
    j. Imitate a fish until your next turn.

280. Wild Party Games Symbol: This is a Wild card, with only two color options on it - Red and Yellow. When you play this card, choose a color - either Red or Yellow. Then scrap all your cards of that color on top of this card. If you don't have any cards of the chosen color, then no cards get scrapped, and this card remains on top of the discard pile. In such a case - only Red, Yellow, or Wild cards can be played on top of this card.
    a. Orange Peeler - EFFECT: When triggered, choose either ELEC or FIRE. Scrap all cards of the chosen hazard here.
281. Wild Web Sling Symbol: When you play this card, choose a color. All other players then must reveal their hands. Choose one of the other players that have a card that matches the color you picked. That player will skip their turn. The next player in turn order after the player you skipped takes the next turn.
282. Wild Joker's Wild 3 Symbol: When you play this card you have three opportunities to force ANY player to draw one card from the draw pile. Make people draw in any order or combination you like.
283. Wild N-Zone Symbol: When you play this card, select another player to draw cards from the draw pile until a red card is drawn. When the selected player draws a red card, they must place it on the N-Zone card without triggering effects.
284. Wild Gamma Blast Symbol: When you play this card, choose ANY player, and force them to discard their entire hand before putting the Gamma blast card on top of their stack, and then force them to draw the same number of cards they just discarded.
285. Wild Feats of Fate Symbol: When you play this card, you may trade any card in your hand with a card containing the Draw 4 or Draw 2 symbol from the player to your left if they are your opponent. If that person does not have either of these cards, move onto the next player. Continue this until you get a Draw 4 or Draw 2 card. If you receive a card, congrats, you have that now. If you don't receive a card, you may play a second card. Effects of the second card DO trigger.
    a. Will Of Fate - EFFECT: When triggered, you may swap any card in your hand with a card containing the Absorb 4 or Absorb 2 experiment from the nearest opponent on your left. If they do not have one, move on to the next nearest opponent to their left. Repeat this until you successfully swap, or until you have unsuccessfully swapped with all opponents. If you fail to swap, you may trigger another card.
286. Wild Super Battle Symbol: When you play this card, select another player to "battle". Choose to be either Superman or Bizarro, and the player you selected is the other character. Superman must discard a blue card, and Bizarro must discard a green card on top of the battle card without triggering effects. If either player doesn't have any cards of the correct color, they must draw cards until they get the color they need. Once each player has drawn a card of the color needed, they must place it on top of this card without triggering effects. If this card is played as your last card in your hand, you do not have to participate in the battle, but you still select another player to discard a blue or green card.
287. Wild Mutate Symbol: When you play this card you may force ANY PLAYER to discard all but one card and draw the same amount of cards discarded.
    a. Secret Sequence - EFFECT: When triggered,you may scrap all but one card and absorb that same amount of cards, or you may choose any player to do this instead.
288. Wild Acquisition Symbol: When you play this card, choose any other card in the game out loud. If another player happens to have that card in their hand when you call it out, they are forced to trade that card with you for any card in your hand, your choice. When you call out a card, call out its color, and its number or symbol if applicable. If multiple players have the same card you're describing, you get to make a trade with both players.
289. Wild Champs Symbol: When you play this card, choose another player. They must draw cards until they get a four number card or until they draw seven total cards from this effect, whichever comes first. If they draw a four number card, they must discard it on top of the Champs card without triggering effects.
    a. Sticky Award - EFFECT: When triggered, choose another player. They must absorb until they get a card with a value of 4 or until they absorb 7. If they absorb a card with a value of 4, they must scrap it on top of this card.
290. Wild Top 2 Symbol: When you play this card, the two players with the lowest card counts must draw one card. If the player who played the card is one of the players with the lowest card count, they get to choose another player who must then draw a card. If there is a tie for lowest card count, all tied players must draw 1 as if they were one player with the low card count.
    a. Imperfect Pyramid - EFFECT: When triggered, the two players with the fewest cards absorb 1. If you are one of those players, you may choose another player to absorb 1 instead of yourself. If there is a tie, all tied players absorb 1.
291. Wild Touchdown Symbol: When you play this card, all other players must signal a touchdown with their arms. The last player to do so must draw three cards.
292. Wild Steel Curtain Symbol: When another player plays a card that would force you to draw multiple cards, play this card out of turn to nullify that effect. Then you get to choose a color and that player must draw cards until they get a card of that color.
293. Wild Backup Symbol: When you play this card, choose a card from your hand and place it in front of you. This card is reserved as your "backup" card. From that point on, whenever you would be forced to draw cards, you can choose to discard your reserved backup card onto any valid discard pile instead of drawing.
294. Wild Fly Eagles Fly Symbol: When you play this card, you must flap your arms and screech like an eagle and dance as hard as Jason Kelce, and your performance forces everyone to draw one card.

295. Wild Hail Mary Symbol: If any player has only one card left in their hand and has called uno, you must immediately play this card out of turn if necessary, and take a guess at the color of that player's last card. If you're right, you discard all of your cards except for one on top of the hail mary card without triggering effects. If no player has only one card in their hand, this functions as a normal Wild card. Play resumes with the player to the left of you.
    a. Used Wishbone - EFFECT: If any player has only one card left in their hand and calls Eureka!, you must immediately trigger this card, out of turn if necessary, and guess the hazard of their card. If you guess correctly, scrap all but one of your cards here. Play resumes with the player to your left.
296. Wild Lead Block Symbol: Play this card, out of turn if necessary, to nullify any current effects that would skip your turn.
297. Wild Arrowhead Loud Symbol: When you play this card, shout out a color, and if the next player doesn't have a card of that color in their hand, they must draw a card and skip their turn.
298. Wild 3 Game Suspension Symbol: When you play this card, choose ANY player. That player has their next three turns skipped.
299. Wild Hot Corner Symbol: When you play the wild hot corner card, you get to discard all 5 number cards from your hand in any order without triggering effects, and then place the Hot Corner card on top of that stack.
300. Wild Dynasty Symbol: When you play this card, choose another player. That player must draw cards until they draw a three number card or until they've drawn four total cards. Whichever comes first. If the chosen player draws a three number card, they must play it on top of the Dynasty card immediately without triggering effects.
301. Wild Three-Pointer Symbol: When you play this card, choose an opponent. That player must draw cards until they get a 1 2 or 3 number card.
    a. Deflated Failure - EFFECT: When triggered, choose an opponent. That player must absorb until they get a card with a value of 1, 2, or 3.
302. Wild Draw 4/6 Symbol: This card functions as a normal Wild Draw 4, but if you play the card on top of any card containing the Wild Symbol, this card transforms into a Wild Draw 6.
303. Wild Bouncer Symbol: When you play this card, choose a color, then the next player must play an Action card of the chosen color on top of this card without triggering effects. If they can't, they must draw a card and skip their turn.
304. Wild 1-2-3 Symbol: When you play this card, choose another player. That player must draw cards until they get a 1, 2, or 3 number card. Once they get one of those cards, they must place it on top of the 1-2-3 card without triggering effects.
    a. Nonsense Nameboard - EFFECT: When triggered, choose another player. They must absorb until they get a card with a value of 1, 2, or 3. Once this occurs, they must scrap that card here.
305. Wild Locked Up Symbol: When you play this card, choose a player. Both you and the other player must lay down a card face up at the same time. The player with the higher number wins the battle. Non-number symbols and modifiers don't have any value. The loser of the battle must take both cards that were used in the battle and add them to their hand. If there is a tie, both players take the card they played and place it back in their own hand.
306. Wild Royal Rumble Symbol: When you play this card, choose a color. All other players must race to place a card of the chosen color in front of themselves. Wilds don't count. Whoever was the fastest gets to discard the card they used for this effect on top of the Royal Rumble card without triggering effects. All other players must return the card they used, if any, to their hand.
307. Wild Drafting Symbol: When you play this card, choose a color. You then get to discard two cards of that color on top of the Drafting card without triggering effects. This card as well as the cards discarded by it CAN be the last card in your hand.
308. Alley-Oop Symbol: When you play this card, reverse the turn order and then discard any cards of your choice in your hand that match the color of the Alley-Oop card without triggering effects.
    a. Slime Dryer - EFFECT: When triggered, invert the turn order. You may scrap any cards that match the hazard of this card.
309. Wild Dirt Dive Symbol: When you play this card, discard cards below this card without triggering effects until you have only five cards left in your hand. In a two player game, you take another turn.
    a. Magnetic Mud - EFFECT: When triggered, scrap cards here until you have only five cards in hand. In a two player game, take another turn.
310. Wild Redecorate Symbol: When you play this card, choose a color. Then take all non-wild and non-color exclusive mechanic cards from your hand and separate them from the rest of your hand. All of these cards are now the color you chose, and they maintain all numbers symbols and modifiers and whatnot. These cards are still in your hand, but you must keep them separate from the rest of your hand as well as any cards you draw after this point, because those cards aren't affected by this mechanic. You can hold the two parts of your hand by holding one in your left hand and one in your right hand or you can set one of them down on the table. Once you run out of cards in your redecorated stack, you can hold your entire hand normally again. Flipped cards do not keep their color change, meaning your hand would be unified once more. Once a card affected by this effect is played, it reverts back to its original color for all future turns. Override 0.
311. Clone Symbol: When you play this card, choose another card in your hand, and the Clone card becomes a copy of the card you choose, and its effects trigger. Reveal the card you wish to copy for all to see, and then place it back in your hand. Once the effects on this card are triggered, this card returns to its original state while on top of the discard pile. Override 0.

312. Lucky Croc Tooth Symbol: When you play this card, move in in front of you face up. This card is still part of your hand, and cannot be played or discarded until this effect ends. At the end of your next turn, rotate this card 90 degrees. Then, at the end of the next turn you have following that, discard this card onto any valid discard pile without triggering effects. While that card is placed in front of you, if any player plays a card against you that would force you to draw cards, reflect any cards drawn, but all other aspects of the effects still apply to you. Override 0.
313. Shooting Star Symbol: When you play this card, choose a color. Wild is a single color option in this case. You must then discard up to four cards of the chosen color on top of this card without triggering effects in any order. For whichever color you choose, you must discard the maximum amount of cards possible of that color, with a max of 4. Override 0.
314. Toe Hold Symbol: When you play this card, choose an opponent and up to two random cards from that player's hand, then move this card face up in front of you. This card is still part of your hand, and cannot be played or discarded until this effect ends. At the end of your next turn, rotate the card you placed 90 degrees. Then, at the end of the next turn you have following that, discard this card onto any valid pile without triggering effects. While that card is placed in front of you, the player you chose cannot play any of the three cards you randomly chose from their hand. These cards should be set off to the side while they cannot be used. Override 0.
    a. Surgical Saw - EFFECT: When triggered, choose an opponent and up to two random cards from their hand, then move this card face up in front of you. This card is still part of your hand, and cannot be triggered or scrapped until this effect resolves. At the end of your next turn, rotate this card 90 degrees. At the end of the turn following that, scrap this card onto any valid station. While this card is in front of you, the chosen player cannot trigger any of the cards you randomly chose from their hand. These cards should be set off to the side while they cannot be used. Override 0.
315. Wild Double Cross Symbol: When you play this card, choose a color, then choose two non-wild and non-color exclusive mechanic cards from your hand. Those two cards change to be the color you chose. These cards should be kept separate from the rest of your hand so you know which cards you changed the color of. These cards are still in your hand, but you must keep them separate from the rest of your hand as well as any cards you draw after this point, because those cards aren't affected by this mechanic. You can hold the two parts of your hand by holding one in your left hand and one in your right hand or you can set one of them down on the table. Flipped cards do not keep their color change, meaning your hand would be unified once more. Once a card affected by this effect is played, it reverts back to its original color for all future turns. Override 0.
316. Highland Two Step Symbol: When you play this card, choose two other players. They must give each other their entire hands. This effect does not trigger in a two player game. Override 0.
317. Tsunami Symbol: When you play this card, choose a player. That player must roll the D10. They must then roll the appropriate die that many times to select players randomly. This can include you and the same player can be randomly selected multiple times. The player you chose must take one card from each player who was randomly selected per dice roll. Players who don't have at least two cards in their hand cannot be targeted by the dice roll of this mechanic, and this would result in a reroll. If everyone has one card, this effect ends. Override 0.
318. Switcheroo Symbol: When you play this card, choose two other players. They must switch seats. This effect does not trigger in a two player game. Override 0.
319. Reverse Draw 2 Symbol: When you play this card, the turn order is reversed and then the new next player in the turn order must draw 2. The reverse portion of this effect is nullified if there are only two players. Override 0.
320. Spy Symbol: As long as you have this card in your hand, other players cannot see how many cards you have without using an effect that allows them to do so. Hide your cards under the table, or conceal them in any other convenient way.
321. Shark Symbol: When you play this card, starting with the next player in the turn order, all players must flip the D2 once until someone flips tails. The first player to flip tails must draw four cards and skip their turn. Play resumes with the player after the player who flipped tails. Notably, you are not immune to the Shark effect if you're the one who played it.
322. Mutant Symbol: When you play this card, draw the next card from the draw pile and place it on top of this one without triggering effects. That card is now the current card in play.
323. Wild All Draw 2 (Color) Symbol: When you play this card, all other players must draw 2. The color of this card is the same as the card underneath it.
324. Wild Swap Hands (Color) Symbol: When you play this card, all players give their current hand to the player on their left before resuming play. The color of this card is the same as the card underneath it.
325. Wild Boomerang Symbol: When you play this card, reverse the turn order. If the previous player in the turn order played a draw effect on you and you play this card, the draw effect is reflected right back at them. This can reflect cards even if the card that player played against you was their last card, meaning you can completely undo their win. The color of this card is the same as the card underneath it.
326. Leader Draw 2 Symbol: When you play this card, all opponents who share the least amount of cards must draw two.
    a. Weighted Medallion - EFFECT: When triggered, the opponent or opponents with the fewest cards absorbs 2.
327. Wild Blockade Symbol: When you draw this card, you must immediately place it on the first discard pile, regardless of if the pile is blocked for any reason. From that point on, that discard pile can no longer have cards played on it. You can get rid of the Blockade by having the other three discard piles form a line of matches domino style at any point. The cards can match in number, color, or symbol. As long as each card matches with one aspect of the cards next to it, it counts as part of the chain. Once all three cards are chained up, the top card of each discard pile, including the Blockade card, gets

removed and placed at the bottom of their respective discard piles. If all of the discard piles are already chained when the blockade card is played, it immediately resolves. Wild cards can be matched using any color within their wild symbol for this effect. If this card is ever moved from the first discard pile to another, it immediately moves back to the first discard pile once the effect that moved it resolves. If the Blockade card is the only card in its discard pile when it's meant to be removed, it instead gets placed at the bottom of the draw pile, and a new card is drawn to be the first card on the first discard pile.

328. Wild Reverse Block Symbol: When you play this card, you need to reverse the order of the top card of the four discard piles manually. The card on top of the first discard pile gets swapped with the fourth, and the card on top of the second gets swapped with the third.
329. Wild Scramble Block Symbol: When you play this card, take the top card of each discard pile and shuffle them, then place them back on top of the four discard piles in the new random order they got shuffled into. Effects do not trigger a second time.
330. Wild Golden Block Symbol: This card is just a normal Wild card if you play it normally, but if there's a Wild card on top of the second or third discard pile and the cards on either side of it are the same non-wild color as each other, you can play the Wild Gold Block card on top of the Wild card to clear the top card of every discard pile and place them at the bottom of their respective discard piles. You immediately score the point values of all cleared cards.
    a. Butter Bar - EFFECT: When triggered while a diamond card is on top of the second or third station and the cards on either side of the diamond card have matching hazards, you may trigger this card on top of the diamond card to dissolve the top card of each station. You immediately score the point values of all cards dissolved by this effect.
331. Freeze Symbol: When you play this card, all opponents must randomly take a half of the cards in their hand, rounded up, and set them off to the side. These cards are still in their hand, but none of them can be used for two of that player's turns.
    a. Liquid Nitrogen - EFFECT: When triggered, all opponents must randomly take half of the cards in their hand, rounded up, and set them off to the side. These cards are still in their hand, but none of them can be used for any purpose for two of their turns.
332. Flurry Symbol: When you play this card, all opponents draw 2.
    a. Slimenado - EFFECT: When triggered, all opponents absorb 2.
333. Safeguard Symbol: When you play this card, move it in front of yourself face down after playing it. At the start of your next turn, rotate this card 90 degrees, and at the start of your turn after that, discard this card onto any valid discard pile without using your one action. If the start of your turn is skipped, it still counts as if your turn occurred normally, and you must do the corresponding action with this card. While this card is in front of you, you are immune to all draw effects and color exclusive action cards played against you. While you're protected you cannot challenge other player's draw cards they play against you, but other players can still force you to draw cards by challenging your plays.
334. Sabotage Symbol: When you play this card, the opponent with the fewest cards draws 4. If multiple players are tied for the fewest cards, use the appropriate die to decide who the effect targets.
    a. Fire File - EFFECT: When triggered, the opponent with the fewest cards absorbs 4. If multiple opponents are tied for the fewest cards, use the appropriate die to select which opponent this effect targets.
335. Transform Symbol: When you play this card, each opponent must randomly choose one non-number card from their hand and dissipate it; then draw cards until they draw a number card with no symbols, add that number card with no symbols to their hand, and dissipate any cards they drew to get to that number card.
    a. Eraser Replacer - EFFECT: When triggered, each opponent must randomly choose one card without a value from their hand and dissolve it. They must then absorb until they get a value card with no effects, place that card in their hand, and dissolve all other cards absorbed by this effect.
336. Wild Red Rocker Symbol: When you play this card, choose another player and trade your entire hand for theirs. Only red cards can be played on top of this card.
337. Wild Blue Bomber Symbol: When you play this card, you can play another card from your hand. Effects on this card trigger. Only blue cards can only be placed on top of this card.
338. Wild Rock 'Em Sock 'Em Knockout Symbol: When you play this card, the next player in the turn order must skip their next two turns. Only blue and red cards can be played on top of this card.
339. Sleep Symbol: When you play this card, choose an opponent. That player's next two turns are skipped, This effect persists until two turns of the chosen player have been skipped using this effect. Override 0.
340. Wild Silver Badge Symbol: When this card is played against you, you must draw cards until you get a 2, 3, 6, Reverse or Draw 2 card.
341. Wild Pick A Pal Symbol: When you play this card, choose one of the following numbers or number groups. Each player in the current turn order must then play a card that matches the number or one of the numbers in the number group you chose, on top of this card without triggering effects. Here are the numbers and number groups you can choose from:
    a. 0 1 8.
    b. 2 7 9.
    c. 3.
    d. 4.
    e. 5.

    f. 6.
342. Wild Dead Kenny Symbol: When you play this card, choose another player. That player must draw cards until they get a four number card or a wild card. If the player draws a wild card to end the effect, they get to choose another player to pass the effect onto. This chain continues until someone gets a four number card, or until someone loses a life / is eliminated by this effect.
343. Tinkerbell Draw 2 Symbol: When you play this card, roll the D10 to select a color. If that color is the same color as this card, choose a player; play resumes from them, they draw 2 cards, and their turn is skipped. Otherwise, the next player draws 2 cards and their turn is skipped.
    a. Ominous Orb - EFFECT: When triggered, roll the D10 to select a hazard. If the selected hazard matches this card, choose any player. Play resumes from them, they absorb 2, and their turn is overshot. Otherwise, the next player absorbs 2 cards and their turn is overshot.
344. Wild Discard All 1 Color Symbol: When you play this card, roll the D10 to select a color. You then get to discard all cards in your hand that match the color you rolled on top of this card without triggering effects in any order.
345. Wild Villain Draw 4 (Tinkerbell) Symbol: When you play this card, roll the D10 to select a color. In the turn order, all players must play a card matching the color rolled on top of this card without triggering effects. If a player doesn't have a card in their hand of the rolled color, they must draw 4.
346. Wild Sorcerer's Apprentice Symbol: When you play this card, the next player must draw 1, and the player after that must draw 2, and the player after that must draw 3, and so on until everyone but you has drawn cards.
347. Wild Mickey Movie Madness Symbol: When you play this card, choose a player. That player must name four characters from a movie of your choice or draw 4 if they fail to do so. If the player you chose cannot name four characters from that movie, you must prove your knowledge by naming four characters from that movie. If YOU fail to do this, you draw 4.
348. Wild Remember Me Symbol: When you play this card, the next player must name the two cards that are directly underneath it in the discard pile. If they fail, they draw 3.
349. Wild The Claw Symbol: When you play this card, the next player must draw cards until they get a 1, 2, 3, 4, or 5 number card.
350. Wild Lotso Symbol: When you play this card, choose a color. All opponents must show a card that matches the color you chose. If someone doesn't have a card in that color, they draw 3. If all opponents have a card of that color, then you and only you must draw 3 cards. This can undo your victory if you use this as your last card.
    a. Discontinued Figure - EFFECT: When triggered, choose a hazard. All opponents must publicly reveal a card of the chosen hazard. If a player cannot do this, they absorb 3. If all other players have a card of the chosen hazard, you must absorb 3.
351. Wild Power Of Togetherness Symbol: When you play this card, all players, including you, in the turn order, must draw cards until they have the same amount of cards as the player with the most cards.
352. Wild Stethoscope Symbol: When you play this card, all other players must show a Draw 4 or 1 number card from their hand. If they can't, they draw 2.
353. Wild Care-A-Lot Symbol: When you play this card, all effects of played cards are nullified until the start of your next turn. The cards players choose to play don't have to match in color.
    a. Anti-Aging Agent - EFFECT: When triggered, all experiments of triggered cards are nullified, and triggered cards do not need a matching hazard until the start of your next turn.
354. Wild Eediot Symbol: When you play this card, choose another player. That player must play the game with their entire hand fully visible to all other players until a 1, 2, Draw 2, Reverse, or Wild Draw 4 is played.
355. Wild Might Of Optimus Prime Symbol: When you play this card, choose a player. Both you and that player must reveal your highest number card at the same time. Whoever has the highest number gets to discard two cards. Notably this cannot remove the last card from your hand. If there's a tie, you, the person who played the card, wins.
356. Wild Tyranny Of Megatron Symbol: When you play this card, choose a player. Both you and that player must reveal your highest number card at the same time. Whoever has the lower number must draw two cards. If there's a tie, you, the person who played the card, wins.
357. Wild Great Scot Symbol: When you play this card, choose an opponent and give them two cards from your hand.
    a. Hypno-Flute - EFFECT: When triggered, choose an opponent. Give that player two cards from your hand.
358. Wild Pixar Pop Quiz Symbol: When you play this card, choose another player. That player must choose a movie. You must then name up to five characters from that movie. Each character you correctly name forces the other player to draw a card.
359. Wild Beast Friends Symbol: When you play this card, choose a color and discard up to three cards from your hand that match that color on top of the Beast Friends card without triggering effects in any order. Then choose another player and they get to discard one card of that same color from their hand on top of the same stack without triggering effects.
360. Wild Skull Symbol: When you play this card, it functions as a normal wild card. If another player plays a Wild Draw 4 against you, and you play this card on top of it, the Draw 4 effect is nullified and you get to take an additional turn.
361. Lightning Modifier: When you play a card with this modifier, you must yell "Lightning" out loud, and you then get to play a second card assuming you can still make a valid match with one of the cards in your hand. If you have only one card left in your hand after playing this card, you must shout "Lightning" before you shout "Uno" or suffer the penalty draw for not saying Uno. The effects of your second card then trigger. However, as soon as you say "lightning," the next player has the

opportunity to play a card from their hand before you play your second card, and if they do that successfully, your turn ends prematurely and you don't get to play a second card. If a player successfully beats you at playing a second card, the card they used to do so does not count as their action, and play resumes with them.

362. Wild Otodokemono Symbol: When you play this card, choose a player, then give that player two cards from your hand. This cannot remove the final card from your hand.
363. Wild Lover's Quick Attack Symbol: When you play this card, cards that make any player draw cards cannot be played on top of it. You can play this card out of turn.
364. Wild Tomura Shigaraki Symbol: When you play this card, touch another player. They must draw 5.
365. Wild Gian's Recital Symbol: When you play this card, all players must drop their hands face up and race to cover their ears. The last player to do this draws 3.
366. Wild Anywhere Door Symbol: When you play this card, swap seats with a player of your choice. The player you swap with must be between two players who are not swapping seats from this effect. In a three player game you simply choose who to swap with. In a two player game no seats are swapped. If the player before you plays a card with effects against you, or if another player plays a card against you out of turn, and you play this card, you can choose a player and swap seats with them, and the player you swapped with will be affected by the card played against you instead. This card can be played out of turn as long as the most recent played card was played against you.
    a. Momentum Mover - EFFECT: When triggered, swap seats with another player. The player you swap with must be between two players who are not swapping seats from this effect. In a three player game, choose one of the two other players to swap with. In a two player game no seats are swapped. If the previous player triggers an experiment card against you, or if another player triggers an experiment card against you out of turn, and you trigger this card in response, the player you swap seats with will be affected by the card triggered against you instead. This card can be triggered out of turn if the most recent experiment card was triggered against you.
367. Wild Rock-'n'-Swap Symbol: When you play this card, choose two players to swap their entire hands.
    a. The Bass Cannon - EFFECT: When triggered, choose two other players to swap hands.
368. Wild Yellow Flash Symbol: When you play this card, discard all yellow cards from your hand on top of this card without triggering effects.
369. Wild Red Hair Symbol: When you play this card, choose a card from your hand and give that card to another player of your choice. When you do this, you must shout, "I leave this card with you!"
370. Wild Blackbeard Symbol: When you play this card, all other players must draw 2. As you play this card you must shout, "This is my era!"
371. Wild Law Shambles Symbol: When you play this card, choose a player and choose a color, then everyone but that player, including you, in the current turn order, discards all cards that match the color you chose on top of the Law Shambles card in any order without triggering effects.
372. Wild Fire Fist Ace Symbol: Whenever you play a non-wild action card, you can choose to play this card on top of it as an extra action. This duplicates the effects of the card you played it on. When you play this card, you must shout "Fire Fist" and then the name of the effects you're duplicating.
373. Wild Hancock's Love Love Beam Symbol: When you play this card, skip all players until it's your turn again. Other players can prevent their turn being skipped by this effect by playing a 1 number card on top of the Love Love Beam card out of turn without triggering effects. If you don't play a 1 number card your turn is still individually skipped.
374. Log Spin Modifier: When you play a card with this modifier, you must roll the D10 to determine which effect gets triggered. The next player in the turn order then must carry out that effect. There are only 9 effects so if you roll a 10 you must reroll. Here are all of the possible effects that can be rolled. This counts as the next player's one turn action
    a. Choose a player, they must reveal their hand to you.
    b. Draw until you get a yellow card.
    c. If you have a card with a wild symbol in your hand, give it to the player who played the Log Spin card. Otherwise, begin asking around clockwise until someone has a Wild. If nobody has a Wild, nothing happens.
    d. The first player to shout "UNO Log Spin" may discard one card of their choice. Play resumes after them.
    e. Discard one red, yellow, blue and green card. You may keep any cards you don't want to discard.
    f. Switch seats with a player of your choice. Play resumes with the player who would've been after you in the turn order before the switch.
    g. Choose a number and discard all cards of that number in your hand.
    h. You may choose to discard all of your cards, without triggering effects in any order, and then draw that many back.
    i. You are eliminated for the round / lose a life.
    j. Reroll.
375. Wild Love Me Not Symbol: When you play this card, choose a color, then discard an additional card from your hand of the color you chose on top of the Love Me Not Card without triggering effects. Then, in the current turn order, all players must either play a card that matches that color on that stack without triggering effects, or draw a card if they can't. Wild cards count as any color in this case. Players who are able to play a card must say "Love Me" as they do so, and players who are forced to draw must say "Love Me Not" as they do so. If any player fails to say their respective phrase, they must draw 2. This penalty only comes into play if a different player calls out the phrase you were supposed to say before you do. If

your second to last card is removed by this effect, you must say “Uno” before you say “Love Me.” Saying these phrases in the incorrect order will result in a draw 2 penalty. Players can win by discarding the last card in their hand using this effect.

376. Wild Friendship (Hello Kitty) Symbol: When you play this card, all players in the current turn order, starting with you, must discard one card without triggering effects. It can be any color or number and have any symbol or modifier on it. The Friendship card can be played as the last card in your hand and it also allows for players affected by it to play the last card in theirs.
377. Wild Hello Kitty Bow Symbol: When you play this card, all opponents must show you a red card from their hand. If they can’t do this, they must draw 3.
    a. Metal Headband - EFFECT: When triggered, all opponents must publicly reveal a FIRE card from their hand. If they cannot do this, they must absorb 3.
378. Wild Red Ribbon Symbol: When you play this card, discard all of your red cards without triggering effects, in any order, in a stack, and then place the Red Ribbon card on top of that stack.
379. Wild Pikachu’s Thunderbolt Symbol: When you play this card, all players, including you, in the current turn order must discard all non-action yellow cards from their hand in any order without triggering effects. If you don’t have any yellow cards in your hand when you play this card, you can choose a different color for this effect to target instead.
380. Wild Team Rocket Symbol: When you play this card, skip everyone until it’s your turn again. Any player can counter this card by being the first to play, specifically, a yellow 1 number card on top of this card. If a player successfully does this, it skips to their turn instead.
381. Wild Masterball Symbol: When you play this card, search any and all discard piles and choose one card from them. Take that card and place it in the next player’s hand.
382. Wild Strike Shot Symbol: When you play this card, choose a color. All players must then pass all cards of that color in their hand to the player on their left.
383. Wild Beerus and Champa Symbol: When you play this card, choose a color. You must then give all cards of that color in your hand to the next player. If you choose a color you don’t have in your hand initially, you must draw cards until you get a card of the color you chose, and then give the next player that card.
384. Wild Racer X Symbol: When you play this card, you must draw cards from the draw pile until you get a number card. Cards you draw before you get a number card don’t go into your hand and are instead immediately discarded on top of the Racer X card without triggering effects. Once a number card has been drawn, you must place it on top of the Racer X card or the accumulated stack of this effect without triggering effects. Going in the turn order starting with the next player, all players must play a card without triggering effects that contains a number directly sequential to the number of the card played on. You must play a 9 if the number is an 8, you must play a 100 if the number is 99. Partial Numbers must have the next valid whole number played after them. The color of the sequential card does not matter. If you play the highest number value in the game using this effect, the next player must play the lowest number value to continue the chain. The first player unable to continue the chain draws three cards.
385. Wild Targeted Draw 1 Symbol: When you play this card, choose ANY player to draw 1 card.
386. Wild Draw Color (Express) Symbol: When this card is played against you, the player before you selects a color, and you must draw cards until you draw a card of that selected color. When you draw a card of the chosen color, you must show it to all players before placing it back in your hand. The maximum number of cards you can draw from this effect is 5.
387. Wild Around The World Symbol: When you play this card, all players must pass their entire hand to the player on their left, right, or the player straight across the table from themself. You get to choose which direction the cards are passed. If you have an odd number of players and you choose for players to swap hands with the player across from them, you’re the odd one out and you don’t swap hands while all other players do.
388. Wild Agent P Symbol: This card functions like a normal wild card, but if another player plays a draw card against you and you play this card in response, that effect is reflected and that player must draw that many cards instead. If you’re reflecting a draw stack, the most recent player who contributed to the stack must draw the cards. Cards drawn from this effect must be drawn from the discard piles, instead of the draw pile.
389. Wild Sweep Symbol: When you play this card, choose a color and discard all cards of that color from your hand in any order without triggering effects, then place the sweep card on top of that stack.
390. Wild Skip Everyone Symbol: When you play this card, skip every other player’s turn.
391. Wild The Joker’s Wild Symbol: When you play this card, choose a color. The next player must draw cards until they get a card of the color you chose. Once they do, they must play that card on top of this card without triggering effects.
392. Wild Force Turnover Symbol: When you play this card, choose a color. If the next player is unable to play a card for their turn, you get to take an extra turn.
393. Wild Mind Meld Symbol: When you play this card, the next player must privately show you their hand.
394. Wild Double Tribble Symbol: When you play this card, the next player must double the amount of cards currently in their hand by drawing cards.
395. Wild Pizza Symbol: When you play this card, the next player must draw cards until they get a 3, 5, 7, or 9 number card, and then their turn gets skipped.
396. Wild Touchdown (2009) Symbol: When you play this card, choose another player. They must draw cards until they draw a 6 number card or until they draw 6 total cards from this effect. Whichever comes first. If they draw a 6 number card they must place it on top of this card without triggering effects.

    a. Football Drone - EFFECT: When triggered, choose another player. That player must absorb until they absorb a card with a value of 6 or until they absorb 6. If they absorb a card with a value of 6, they must scrap it here.
397. Wild PK Symbol: When you play this card, everyone, including you, draws 4.
398. Wild Own Goal Symbol: When you play this card, draw 4 cards.
399. Wild Sharing Squirrel Symbol: When you play this card, the next player must take a selfie of themselves and all of the cards in their hand and post it to a social media platform of their choice.
400. Wild Ice The Kicker Symbol: When this card is played against you, you must successfully kick a field goal or draw 3 cards. This mechanic requires you to use a piece of paper to make a paper football and use it to play a standard round of the game “Paper Football.”
401. Wild Steal Symbol: When you play this card, take another card from your hand and place it next to the draw pile face down. The first player to grab that card suffers no punishment. All other players, excluding you, draw 2. You do not participate in this effect.
402. Wild Handbrake U-Turn Symbol: When you play this card, reverse the turn order and then give the next player two cards from your hand. This can remove the last card from your hand.
403. Wild Mega Minions Power Symbol: When you play the card, all other players look for any non-wild Action cards in their hand. In the turn order, they must then discard all of these cards in any order by placing them at the bottom of this discard pile. Then they must draw cards corresponding to the number of cards they just discarded.
404. Wild Harvest Symbol: When you play this card, choose another player. They must draw cards until they get a green card or until they draw five total cards from this effect, whichever comes first. If the player successfully draws a green card, they play that card on top of the Harvest card without triggering effects.
405. Wild Fashion Swap Symbol: When you play this, choose two players and choose a color. Those two players must swap all cards of that color from their hands.
406. Wild Special Delivery Symbol: When you play this card, place it on the table and spin it. Once the card has stopped spinning, determine which two players are closest to being pointed at by the top and bottom edge of the card. These two players must draw 3. You are not immune to this effect.
407. Check 2 Symbol: When you play this card, you can do one of two things. You can either play another card of the same color immediately or play a card with the wild symbol. Effects trigger. This card cannot be played on its own and therefore cannot be played as the last card in your hand. This card also functions as a -2 number card.
408. Customizable Color Card: A color card with space for you to write in your own rule.
409. Wild Wishbone Symbol: When you play this card, choose a player. Both you and that player must simultaneously reveal a number card from their hand. The player with the higher number wins. Non-number cards count as 0. The loser of this effect must draw cards equal to the difference between the two number cards used in the battle.
410. Wild Anniversary Symbol: When you play this card, give your entire hand, except for one card, to another player of your choice. As you do this, say “Happy anniversary” and then call Uno.
411. Wild Press Your Luck Symbol: You may (roll?) the Attack D12. If you did and it did not bust, discard a card; you may repeat this. If it busts, add all cards discarded during this effect into your hand. Then, place the Press Your Luck at the top of the discard pile.
412. Hit 5 Modifier: When this card is played against you, roll the reactor die 5 times.
413. Wild All Out Attack Symbol: When you play this card, the next player in the turn order becomes the target. Starting with the targeted player, all players in the current turn order must roll the attack d12. If the Attack D12 resolves, all cards from it go directly into the targeted player’s hand. The Attack D12 can trigger multiple times from this effect.
414. Wild Rockin Blockin Symbol: When you play this card, you get to choose which of two effects trigger. Either all other players draw 1, or this card nullifies a draw symbol or stack played against you.
415. Wild Grouch Symbol: When you play this card, discard three cards in any order on top of this card without triggering effects.
416. Wild MVP Symbol: When you play this card choose another player. They must draw cards until they get a 6 or 8 number card, or until they draw 5 cards from this effect. Whichever comes first. If they successfully draw a 6 or 8 number card, they must discard it on top of the MVP card without triggering effects.
    a. Score System - EFFECT: When triggered, choose another player. They must absorb until they get a card with a value of 6 or 8, or until they absorb 5. If they get a card with a value of 6 or 8, they must scrap it here.
417. Wild Last Stand Symbol: When you play this card, swap hands with a player of your choice. This card can be played out of turn, but only if another player calls Uno.
418. Wild Beachcomber Symbol: When you play this card, take one card of each color you currently have in your hand and then give those cards to another player of your choice.
419. Wild Casting Call Symbol: When you play this card, draw cards until you get two cards that can match using any of their attributes, then give all cards drawn from this effect to either one player, or distribute them evenly amongst all players. If cards can’t be divided evenly, you choose who gets the extra cards.
420. Wild Fashion Trend Symbol: When you play this card, choose a color. In the current turn order, all other players must then reveal a card from their hand that matches the color you chose. The FIRST player who cannot do this must draw two, and all other players must place their revealed cards back in their hand.
421. Wild Super Joker Symbol: When you play this card, trigger any one effect in the entire game.

422. Wild Ryan's Review Symbol: When you play this card, privately view all other player's hands, then choose one card from one player's hand and swap it for a card in your hand.
423. Wild Monster Symbol: When you play this card, Choose another player to draw until they get a green card. If they get one, they must play that on top of this without triggering effects. If a player plays their last card, is eliminated, or loses a life from this mechanic, they must choose another player to continue the monster effect until it resolves. If a player already has a green card in their hand when this is played against them, they can play it right away, triggering that card's effects, to avoid drawing.
424. Wild Dunk Symbol: When you play this card, if you don't have any 2 number cards in your hand, it functions as a normal Wild. If you do, discard all 2 number cards in any order without triggering effects in a stack, and then place the Dunk card on top of that stack.
425. Wild Hail The King Symbol: When you play this card, choose an opponent to draw 3.
    a. Throw 3 - EFFECT: When triggered, choose an opponent to absorb 3.
426. Wild Kindness Symbol: When you play this card, choose a color. All players in the current turn order must then play a card of that color on top of the kindness card without triggering effects. You will be the last player to play a card from this effect. If any players don't have a card of the chosen color, they don't get to discard a card.
427. Wild Strawberry Symbol: When you play this card, all opponents must reveal any pink cards they have in their hands. If they have any pink cards in their hand they draw 2 in the turn order.
    a. Drop Of Red - EFFECT: When triggered, all opponents must publicly reveal any cards they have in hand. If they have any, they must absorb 2, starting with the next player.
428. Wild Rush Hour Symbol: When you play this card, say "rush hour" and all other players must race to put their hand on this discard pile. First player to do so draws, 1, second draws 2, and so on. You don't participate in this effect.
429. Wild Secret Symbol: When you play this, choose a player. They must privately show you their hand.
430. Wild Hat Symbol: When you play this card, all other players must reveal a red card from their hand, or draw three cards.
431. Free Turn Symbol: When you play this card, take another turn.
432. Wild Tales From Moominvalley Symbol: When you play this card, all players, including you, in the current turn order discard one card. If a player has only one card in their hand when this effect triggers, the player must draw one card and then discard one card.
433. Wild Ohana Symbol: When you play this card, all players discard cards in any order without triggering effects under this card, or draw cards, until they only have 4 cards in their hand.
    a. Cube Of Cubes - EFFECT: When triggered, all players absorb or scrap cards under this card until they have 4 cards in their hand.
434. Wild The Armory of Greyskull Symbol: When you play this card, privately look at each other player's hand. For each player, you may take one ACTION card from their hand and in exchange give them one card from your own hand. Players can not refuse the trade. If a player doesn't have any ACTION card, then you may not trade cards with that player.
435. Wild Mirror Mirror Symbol: When you play this card choose a player. That player must draw cards until they have the same amount of cards as the player with the most cards.
436. Wild Sword of Godric Gryffindor Symbol: If you play this card onto a discard pile, it acts as a regular "Draw 3". However, on your turn, you may give this card to a player of your choice. That player must then give you a card in return, and they may choose what card they want to give you. That player can't decline the trade; however they don't show you their hand, and they choose what card to give you. That player will be able to use the Sword of Godric Gryffindor card however they want to on their own turn. Doing this trade does NOT count as your one turn action.
437. Wild Parseltongue Symbol: When you play this card, all players must hiss like a snake. The last player to do this must draw until they get a green card.
438. Wild Salvio Hexia Symbol: This card functions like a normal wild card, but if a player plays a draw card against you, even as the top card of a draw stack, you can play this card to reflect the effect onto the other player. Then, after that effect has resolved, that same player must draw one additional card.
439. Wild Protego Maxima Symbol: When you play this card, instead of playing it in a discard pile, place it in front of a player you wish to protect. Now, any time a draw card is played against this player, that draw effect is nullified. This immunity will last until any Wild card is played. When that happens, discard this card on top of that Wild card.
440. Wild Avatar State Symbol: When you play this card, choose a color, then play another card from your hand that matches the color you chose. Effects from this card trigger. If you have at least four unique colors of card in your hand, you can play this card out of turn, and play then resumes with you.
441. Wild Cheese Touch (2010) Symbol: This card can only be played on yellow cards. When you play this card, the next player must draw 2 cards, and then that player must play a yellow card on top of the Cheese Touch card. If they can't, they must draw two more cards and play resumes with the player after them. Only yellow cards can be played on top of this card.
442. Wild Cheese Touch (2012) Symbol: When you play this card, all opponents must publicly reveal any yellow cards they have in their hand. All players who have revealed yellow cards must draw 2 cards in the turn order.
443. Hit 1 Modifier: When this card is played against you, roll the Reactor D12 once.
444. Wild Geox Symbol: When you play this card, swap places with another player. Play then resumes with you.

445. Wild Behind The Scenes Symbol: When you play this card, choose a color you want to get rid of. Starting with the player on your left and going clockwise, deal one of these colored cards to each player until you run out.
446. Wild Arby's Jackpot Symbol: When you play a card with this symbol, roll the D6 and refer to the instruction manual which jackpot event needs to be carried out.
    a. Skip the next player.
    b. The player on your right draws a customizable wild card and they perform the action on it. Then the card is flipped and placed at the bottom of the customizable wild card pile. Play resumes with you.
    c. The player on your left draws a customizable wild card and they perform the action on it. Then the card is flipped and placed at the bottom of the customizable wild card pile. Play resumes with you.
    d. All players draw a customizable wild card, and starting with you and proceeding in the current direction of play, perform the action on it before flipping and placing the card on the bottom of the customizable wild card pile. Play resumes with you.
    e. You may discard up to one card of each color in any order WHILE triggering effects.
    f. You draw 4.
447. Wild Max Steel Special Symbol: When you play this card, discard all 3, 5, and 7 number cards in your hand in any order in a stack on top of the Max Steel Special card without triggering effects.
448. Wild Power of Friendship Symbol (American Girl 2020): When you play this card, choose another player and a color. If both you and that player have a card in hand that matches the color you chose, both the other player and then you get to play that card on top of the Power of Friendship card without triggering effects. Play resumes with the card on top of that stack like normal. If the chosen player does not have a card of the color you chose, draw cards from the draw pile and place them on top of the Power of Friendship card in a stack without triggering effects until you get a card of the color you chose. Then place that card on top of the same stack without triggering effects. Play then resumes like normal.
    a. Twin Magnets - EFFECT: When triggered, choose another player and a hazard. If both you and that player have a card in hand that matches the chosen hazard, the chosen player, followed by you, may scrap 1 here. If the chosen player does not have a card of matching hazard, absorb cards and immediately scrap them here until you scrap a card of the chosen hazard.
449. Wild Pinkititis Symbol: When you play this card, discard all green cards in your hand in any order without triggering effects.
450. Wild Shuffle Hands Symbol (NDJOLIJEAN): When you play this card, Collect every card from each player's hands and shuffle them together. Starting with the player on your left, deal these cards to all players until none are left. Players may end up with fewer or greater cards than they started with.
451. Wild ESRUC Symbol: This card functions like a normal wild card, but if another player plays an action card against you, you can play this card to reflect all effects from that card onto the player who played it. The turn order is then reversed.
452. Wild Go Green Symbol: When you play this card, choose another player. They must draw cards until they get a green card. Once they get a green card, they must play that card on top of this card without triggering effects.
    a. Biosphere - EFFECT: When triggered, choose another player. They must absorb until they get an ACID card. Once this occurs, they must scrap that card here.
453. Wild Captain Symbol: When you play this card, choose another player. They must draw cards until they get a 2 number card or until they draw four total cards from this effect, whichever comes first. If they draw a 2 number card from this effect, they must place it on top of the Captain card without triggering effects.
    a. Magnet Medal - EFFECT: When triggered, choose another player. They must absorb until they get a card with a value of 2 or until they absorb 4. If they absorb a card with a value of 2, they must scrap it on top of this card.
454. Two Mal Symbol: When you play this card, you must play another card. Effects trigger. If you don't have another match to make, you must draw one card instead. If you play this card as the last card in your hand, you don't have to play another card.
455. Wild Fetch Symbol: When you play this card, take another card from your hand and place it next to the draw pile face down. Once you take your hand off the card you must say "Fetch." All other players then race to touch the card. The first player to do this adds the card to their hand. All other players, excluding you, draw 2. You do not participate in this effect. If any other player touches the card before you say "Fetch," that player must draw 2 cards as penalty.
456. Wild Roll Over Symbol: When you play this card, choose a player. They must play with their hand fully revealed until the start of their next turn.
457. Recipe Card: A card that remains out of play for the entire game. It contains a recipe on it.
458. Vegas Symbol: When this card is played against you, you must draw a card. If you draw a number card from this effect, you must draw cards corresponding to the number on the card you drew. If you drew a negative number, you get to discard that many cards in any order on top of this card without triggering effects.
459. Wild Penguin's Self Search Symbol: When you play this card, privately view all other player's hands, and then play an additional card on top of this card without triggering effects.
460. Wild All-Purpose Symbol: When you play this card, you can choose which of the following three effects trigger:
    a. Skip.
    b. Reverse.
    c. Draw 2.

461. Wild Emoji Symbol: When you play this card, choose one of the following actions. The next player in the turn order must perform that action until the start of their next turn, one full round, or draw 4 if they fail. Here are the actions you can choose from:
    a. Press your teeth together and keep them visible without smiling.
    b. Keep one eye closed.
    c. Close your eyes and smile.
    d. Stick your tongue out.
    e. Pucker your lips.
    f. Close your eyes and frown.
462. Shift Up Symbol: When you play this card, you can play cards in ascending numerical order that match the color of the Shift Up card. Numbers must be adjacent to the previous and next number you play. You can't play two of the same number. Effects of these cards trigger.
463. Token Card: Whenever you play a Skip, Reverse, or Draw 2, take the Token card from the center or from whoever currently has it and place it in front of you.
464. Wild Mira! Symbol: When you play this card, all players except for the player who currently has the Token card draw 3.
465. Movement Cards: These cards designate the movement you must stand up and perform whenever you play a card with the Star modifier.
466. Star Modifier: When you play this card, you must stand up and perform your movement. If you fail to do this, other players can call you out and you have to draw 1 as a penalty.
467. Wild Item Guard Symbol: Instead of playing this card on a discard pile, place it in front of yourself face up. This card gets discarded for real if a Skip, Draw 2, or Draw 4 is played against you. While this card is in front of you, you are immune to all action cards played against you, excluding the few mentioned prior. This card does not count as being in your hand once it's in front of you, and if the round ends while you have this card in front of you, you gain 100 points.
468. Wild Good Luck Charm Symbol: While this card is in your hand, at the start of every one of your turns, add ten points to your total. When you play this card, subtract 100 points from your total.
469. Wild Half Symbol: When you play this card, points scored by players this round are halved.
470. Wild Thief Symbol: When this card is played against you, roll the D20. Multiply the number you roll by 10 and subtract that many points from your total.
471. Wild Plus Symbol: When you play this card, roll the D10. Multiply the number rolled by 10 and add that many points to your total.
472. Wild Stacko 1994 Symbol: When you play this card, roll the D6 to determine which of the following effects trigger. Here are the different effects that can be rolled.
    a. Next player must play either a red card or a 1 number card during their turn.
    b. Next player must play either a blue card or a 2 number card during their turn.
    c. Next player must play either a green card or a 3 number card during their turn.
    d. Next player must play either a yellow card or a 4 number card during their turn.
    e. Next player draws 2 cards.
    f. Reverse the turn order.
473. Wild Scramble Symbol: When this card is played against you, shuffle your own hand and then skip your turn.
474. Wild Wild Arby's Custom Card Symbol: When you play this card, choose one option from each of the following categories in order to create this card's effect. Some combinations of these words can skip the 4th category, making it irrelevant. Here are the categories and the options they contain:
    1. Category 1:
        a. You.
        b. Everybody.
        c. Next player.
        d. Previous player.
    2. Category 2:
        a. Draw.
        b. Trade.
        c. Give.
        d. Steal.
    3. Category 3:
        a. 1 card.
        b. 2 cards.
        c. 3 cards.
        d. 4 cards.
    4. Category 4:
        a. You.
        b. Each player.
        c. Next player.

    d. Previous player.
475. Create Your Own House Rules Card: A card with plenty of space to write down your own house rules!
476. Wild Penguin Villain Symbol: When this card is played against you, you must play either a 1 or 2 number card, or the Wild Draw 4 Utility Belt card in response, or draw 3 if you can't.
477. Wild Joker Villain Symbol: When this card is played against you, you must play either a 3 or 4 number card, or the Wild Draw 4 Utility Belt card in response, or draw 3 if you can't.
478. Wild Bain Villain Symbol: When this card is played against you, you must play either a 5 or 6 number card, or the Wild Draw 4 Utility Belt card in response, or draw 3 if you can't.
479. Wild Mr. Freeze Villain Symbol: When this card is played against you, you must play either a 7 or 8 number card, or the Wild Draw 4 Utility Belt card in response, or draw 3 if you can't.
480. Wild Draw 4 Utility Belt Symbol: This card can be played against any of the Penguin, Joker, Bane, and Mr. Freeze Villain cards to nullify their effects. This card also functions as a Wild Draw 4, but only if you play it when you aren't specifically countering a Villain card.
481. Double Discard All Symbol: When you play this card, roll the D10 to select a color. If you roll the color that matches the color of this card, roll again until you get a different color. Discard all cards from your hand that match the color you rolled in any order without triggering effects, in a stack. Then, discard all cards in your hand that match the color of this card in any order without triggering effects on that same stack. Finally, place this card on top of that stack.
482. Wild Trick Symbol: When you play this card, rotate it so the card sticks out from the deck at a 90 degree angle. The draw pile is now "cursed." The next player who draws a card from the draw pile for any reason must draw an additional three cards as well. Once this has occurred, the draw pile is no longer cursed, and this card can be rotated normally back into the deck. This effect cannot get triggered from players drawing cards for forgetting to say Uno. If you are drawing cards from a "draw until" effect, you must resolve this curse first, and then draw until. If you are unable to play a card and instead draw a card as your action, or if you choose to draw a card as your action, your turn is skipped, and you may not play any of the cards you drew that turn.
    a. Sparkle Mine - EFFECT: When triggered, rotate this card 90 degrees so it is visible from its station. The next player who absorbs any cards from the vat must absorb 3 additional cards. Once this occurs, rotate this card back into its station to resolve it. This effect cannot progress from players absorbing for forgetting to call Eureka! If the absorbing player is absorbing from an absorb until experiment, they must progress this effect before resolving the absorb until experiment. While this effect is unresolved, if a player absorbs a card as their one turn action, their turn is overshot, and they cannot trigger any cards absorbed that turn.
483. Time Balloon Symbol: When you play this card, move it in front of the next player after playing it. From now on, whoever has the Time Balloon card in front of them must roll the D4 at the start of their turn to determine if this effect triggers. If they roll a 1, this effect triggers and that player must draw 2 cards. This card would then get placed on top of any valid discard pile. If they roll any number, they continue their turn like normal, and then place the Time Balloon card in front of the next player in the turn order. If the turn order ever changes, the Time Balloon must move to whoever's turn it currently is at the start of every turn. If you have multiple Time Balloons in front of you to resolve, you must roll the D4 for each Time Balloon. Time Balloons can pop separately.
484. Wild Trick (Uno 2 Go) Symbol: When you play this card, rotate it so the card sticks out from the deck at a 90 degree angle. The draw pile is now "cursed." The next player who draws a card from the draw pile for any reason must draw an additional three cards as well. Once this has occurred, the draw pile is no longer cursed, and this card can be rotated normally back into the deck. If you are drawing cards from a "draw until" effect, you must resolve this curse first, and then draw until. If you are unable to play a card and instead draw a card as your action, or if you choose to draw a card as your action, your turn is skipped, and you may not play any of the cards you drew that turn.
485. Wild Punch Symbol: This card functions like a normal wild card, but if another player plays a draw card or a draw stack against you,or if an effect gives you cards from another source, you can play this card in response to reverse the current turn order and reflect the draw card or stack or given cards back at the other player. If a draw card or stack is reflected on you using this effect, you have the option to continue with a stack by playing a valid draw card that could continue or create a stack. Any color card can be played on top of this card to continue the stack. Additionally, if you play this card to reflect an effect with a "Choose a color" element, then YOU get to pick a color, and apply it to the reflected effect.
    a. Combat Counter - EFFECT: When triggered on top of any card that would force you to add cards to your hand for any reason, invert the turn order and counter the cards you would have added to your hand. If an absorb card or mass is countered on you from this effect, you may continue or initiate a mass by triggering a valid absorb card here. Any hazard can be triggered here to continue the mass. If you use this card to counter an experiment that allows its user to select a hazard, you select a hazard instead, and apply it to the countered experiment.
486. Double Color Discard All Symbol: When you play this card, you discard all cards in your hand that match the colors of the Double Color Discard All card in any order without triggering effects onto a single discard pile, then place this card on top of this stack.

487. Wild Number Tornado Symbol: When you play this card, take all number cards from your hand, as well as this card, and “dissipate” them.
    a. The Simplest Calculator - EFFECT: When triggered, take all value cards from your hand, as well as this card, and dissolve them.
488. Wild Parrot Symbol: When you play this card, choose an opponent player. That player must call out loud every color they have in their hand. Wild is not a color for this effect. They must do this once when this card is played, and then once at the end of their next 2 turns. Jump-Ins count as turns. If playing this card ends the round, then its effect does not trigger.
    a. Truth Pill - EFFECT: When triggered, choose an opponent. That player must call out loud every hazard they have in their hand. Diamond cards are not hazards for this effect. They must repeat this at the end of their next 2 turns. Interruptions count as turns for this effect.
489. Wild Ice Cream Symbol: When you play this card, skip the next player and choose a color. From now on, if a player plays a number card matching the color you chose, the next player is skipped. This effect lasts until any wild card is played by any player.
490. Wild Jellyfish Symbol: This card is functionally Wild when you play it, but once it’s played its color becomes that of the card underneath it.
491. Dandelion Modifier: Whenever one of your Dandelion cards in your hand gets placed on a discard pile, all other Dandelion cards in your hand get placed on the same pile in a stack underneath the original Dandelion card, without triggering effects in any order.
492. Shark Modifier: When you play this card, as long as it remains on top of the discard pile, if any card is played on top of it, that card is immediately removed from the game and set off to the side. All of its effects are nullified. Once one card has been removed from the game due to this effect, this effect is nullified.
493. Dampener Symbol: This card functions as a normal orange card, but if another player plays a draw card or stack against you and you play this card in response, the number of cards you’re forced to draw is cut in half, rounded up.
494. New Hand Symbol (Orange Color Exclusive): When you play this card, you may optionally place all of the cards in your hand at the bottom of the draw pile in any order, and draw that same number of cards from the draw pile.
495. Mirror Symbol: This card functions as a normal orange card, but if another player plays a draw card or stack against you and you play this card in response, the player who played the draw card against you will be forced to draw the same amount of cards as you during your turn.
496. 50% Point Bonus Symbol: When you play this card move it in front of yourself face up. For the rest of the current round, any points you gain are multiplied by 1.5.
497. Snare Symbol: This card functions as a normal orange card, but if another player plays a Reverse or Skip symbol directly against you, you can play this card in response to nullify Skip and Reverse effects on that card. This does not count as your one turn action.
498. Symbol (Orange Color Exclusive): When you play this card, “dissipate” until you only have five cards left in your hand.
    a. Decontamination - EFFECT: When triggered, dissolve cards until you have only five cards in your hand.
499. Companion Creature Effects: Each Companion has two abilities that can be used during the game. More info will appear later into Phase 2!
500. Wild Shuffle Hands Symbol (Cobbs): When you play this card, all players discard their entire hand. The deck is then shuffled, and then players are dealt back the number of cards they were holding at the start of this effect.
501. Tens Play Again Modifier: When you play this card, take another turn.
502. Wild Reverse Draw 8 Symbol: When you play this card, reverse the turn order, and then the next player must draw 8 cards.
503. Wild Final Attack Card: When you play this card, reveal your hand. The next player must then draw 1 for each card with a symbol in your hand. If you reveal seven or more cards with symbols, the next player must draw 25, and all other players must draw 5.
504. Wild Sudden Death Symbol: When you play this card, ALL players, including you, must draw until they have 24 cards in their hand.
505. Double Draw 2 Modifier: When you play this card, you may either choose another player to draw 2 and then choose another player to draw 2 again, or you may choose another player to draw 4.
506. Draw 2 Truth Modifier: When played against you, you must either draw 2 cards or answer a specific truth. The severity of the truth will not be decided until you lock in the truth option. If you choose truth, roll the D6 and refer to the instruction manual to determine which severity has been rolled. You must then perform the truth corresponding to the number on the card played against you. If you chicken out, draw four cards. If you don’t roll a severity on the truth die, you must perform those actions instead.
    a. Juicy Category Truth.
    b. Shameful Category Truth.
    c. Dirty Category Truth.
    d. Dark Category Truth.
    e. The player who played this against you, chooses any truth in the game to ask you.
    f. Truth reverse: You ask the player who played this against you a truth instead, reroll the die to select.
507. Uno Spin 2025 Modifier: When triggered, roll the D10 and resolve the corresponding effect.

1. Draw until you get a yellow card. Show that card to all other players before adding all drawn cards to your hand.
2. Draw until you get a green card. Show that card to all other players before adding all drawn cards to your hand.
3. Draw until you get a blue card. Show that card to all other players before adding all drawn cards to your hand.
4. Draw until you get a red card. Show that card to all other players before adding all drawn cards to your hand.
5. Choose a color and draw until you get a card of that color. Show that card to all other players before adding all drawn cards to your hand.
6. Swap hands with another player of your choice.
7. Choose a color and place all cards of that color from your hand at the bottom of the discard pile.
8. Choose a color and place all cards of that color from your hand at the bottom of the discard pile.
9. Starting with the next player, all players may play two cards from their hand during their turn if they are able. This lasts until the D10 is rolled again for any reason.
10. Starting with the next player, all players may play two cards from their hand during their turn if they are able. This lasts until the D10 is rolled again for any reason.

508. Adults Only Spin Modifier: When triggered, use the D10 to select an option. If you roll a number that involves a challenge, the challenged play may accept the challenge before knowing what the challenge is, if they refuse the challenge, they must draw 2. Once they learn about the challenge, they may chicken out and draw 4 as a penalty instead.
    1. You draw 2 cards.
    2. You draw 2 cards.
    3. Choose another player to draw 2 cards.
    4. Reveal cards from the draw pile and immediately discard them onto any one discard pile until you get a number card. Draw cards corresponding to the number on the number card you revealed, and that card remains active on top of the discard pile.
    5. Discard 2 cards to the bottom of any one discard pile.
    6. Choose a color and discard all cards of that color on top of this card.
    7. Roll the D20 to select a challenge on challenge card A you must resolve. Reroll if you get a number higher than 16.
    8. Roll the D20 to select a challenge on challenge card B you must resolve. Reroll if you get a number higher than 16.
    9. Roll the D20 to select a challenge on challenge card C you must resolve. Reroll if you get a number higher than 16.
    10. Choose another player to roll the D20 to select a challenge on a challenge card of your choice that they must resolve. Reroll if you get a number higher than 16.
509. Wild Draw Color (Uno 2 Go) Symbol: When you play this card, pick a color, then one by one, the next player must publicly reveal the top card of the draw pile until they get that color. All revealed cards go into their hand. Wild cards don't count as any chosen color. Afterwards, they lose their turn. If playing this card ends the round, then its effect does not trigger.
510. Discard Two Symbol (Radica 360): Discard the top 2 cards of the draw pile on top of the pile this card was played on.
511. Wild Discard 4 Symbol: On play, discard a card from the top of the draw pile on each pile.
512. Bomb Symbol: You may only play this card on a discard pile that matches it by color. If you were unable to play this card, lose 20 points; all discard piles' color are changed to the color of this card.
513. Wild Drawn Together Mania Symbol: When you play this card, choose two other players and place the link cards in front of them.
514. Wild Draw 1 Hearts Symbol: When played, the next player draws 1. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
515. Wild Draw 2 Hearts Symbol: When played, the next player draws 2. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
516. Wild Draw 3 Hearts Symbol: When played, the next player draws 3. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
517. Wild Draw 4 Hearts Symbol: When played, the next player draws 4. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
518. Wild Draw 5 Hearts Symbol: When played, the next player draws 5. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
519. Wild Draw 6 Hearts Symbol: When played, the next player draws 6. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
520. Wild Draw 7 Hearts Symbol: When played, the next player draws 7. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)

521. Wild Draw 8 Hearts Symbol: When played, the next player draws 8. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
522. Wild Draw 9 Hearts Symbol: When played, the next player draws 9. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
523. Wild Draw 10 Hearts Symbol: When played, the next player draws 10. This card is worth no points. This card's value matches the draw amount. This cannot be played if you have a color match. (No challenging or bluffing)
524. Wild Time Cloth: When you play this card, search any and all discard piles for one card of your choice. Once you have chosen a card, take it, and place it on any discard pile as an extra action. Effects on the card that would normally activate on play, activate, but this does not count as playing that card.
525. Wild Dragon Symbol: When you play this card, all other players must discard a 0 or 5 number card without triggering effects. If they don't have a 0 or 5 number card in their hand, they must draw until they get such a card, and then discard it.
526. Wild Howler (2003): When you play this card, choose a player. That player must shout out loud every card they have in their hand, being sure to detail everything special about each card.
527. Shield Symbol: After you placed this card in a valid discard pile, move it in front of yourself. Now, if you are hit by any Draw effect - you still have to draw that number of cards, but you don't lose your turn. Once this occurs, place this card on any discard pile without triggering effects. Then take your turn as normal. (Orange exclusive)
528. Tailwhip Symbol: When you play this card, choose any player to draw 2. In a two player game, you take another turn.
529. Wild Can-Can Symbol: When you play this card, the next player must draw 10. In a two player game, you take another turn. This card is challengeable. The challenge penalty is four cards instead of 2.
530. Wild Nuclear Air Symbol: When you play this card, the next player must draw 5. In a two player game, you take another turn.
531. Wild Fakie Symbol: When you play this card, all players pass their hands in the current direction of play. In a two player game, you take another turn. If you play this card as your last card, you do not participate in the trade hands portion of this effect.
532. Wild Drop a Hill Symbol: When you play this card, discard your hand and draw that same amount of cards. In a two player game, you take another turn.
533. Skip And Draw 2 Symbol: When you play this card, the next player is skipped, and the player after them must draw 2 and their turn is also skipped. If there are only two players, this acts like a regular draw 2. Override 0. (Green color exclusive)
534. Reverse and Skip Undercover Symbol: When you play this card, the turn order is reversed and then the next player in the turn order is skipped. If only two players remain, the reverse portion of this effect is nullified. Override 0. (Yellow color exclusive)
535. Wild Bear Alert Symbol: When you play this card, choose a NEW color. All other players in the current turn order must PUBLICLY draw cards until they get a card of the chosen color. Wild cards count as any color for this effect.
536. Turn Right Symbol: When played, all players pass their hand to the right. Yellow exclusive card.
537. All Draw 2 Advance Symbol: All Draw 2 (Advance) Symbol: When you play this card, all opponents draw 2.
538. Wild Blue Yonder Symbol: You may play this card out of turn when you would be affected by the previous player's Draw card (even in a stack). If you did, the total drawing penalty is passed to the next player instead of you (they can still stack). "Dissipate" this card by setting it off to the side until the draw pile needs to be reshuffled.
539. Wild Seikin Symbol: When you play this card, roll the D6, and draw cards corresponding to the value rolled.
540. Draw 1 Blast Symbol: When you play this card, the next player puts a card from the top of the draw pile into the Blast pile. This counts as their one turn action.
541. Wild Blast Symbol: When you play this card, the next player puts cards from the top of the draw pile into the Blast pile until they roll 5. This counts as your one turn action.
542. Wild Draw 4 (Flip 2009): When you play this card, it may function as a regular draw 4 card, alternatively you may choose another player. Kick an extra point in a game of paper football with the player you chose. They're the goal post and must place their wrists on the table with their thumbs touching and index fingers facing up. You're the kicker, and must balance this card on its corner and attempt to flick the card through the goal post. There must be no obstructions between you and the other player and the distance between you must be at least two feet. If you succeed, the other player draws 4 cards. If you fail, you draw 4 cards.
543. Wild Say Heels Symbol: When you play this card, choose another player. That player must Draw Until they get a Blue card, and then place that blue card in the discard pile.
544. Wild Dunk (Knicks) Symbol: When you play this card, scrap all your "3" number cards below this card.
545. Wild Frankie's Hand Symbol: When you play this card, choose another player and privately view their hand. You may then choose to take one of the cards in their hand and give them a card from your hand.
546. Wild Fenyx's Power Symbol: When you play this card, "Dissipate" two cards from your hand. Then dissipate this card.
547. Wild Dragon (Ubisoft) Symbol: When you play this card, all cards in all players' hands are shuffled together, then dealt out evenly until the amount of cards is smaller than the amount of players. The leftover cards are randomly dealt out (not giving more than 1 to each player). Use the appropriate die to deal leftover cards. This card is then dissipated.
548. Wild Explosive Results Symbol: When you play this card, move it near the draw pile face up. The draw pile is now "cursed." The next player who draws a card from the draw pile for any reason must draw an additional three cards as well.

Once this has occurred, the draw pile is no longer cursed, and this card gets dissipated. If you are drawing cards from a “draw until” effect, you must resolve this curse first, and then draw until. If you are unable to play a card and instead draw a card as your action, or if you choose to draw a card as your action, your turn is skipped, and you may not play any of the cards you drew that turn.

   a. Lit Explosive - EFFECT: When triggered, move this card near the vat face up. The next player who absorbs from the vat must absorb 3 additional cards. Once this occurs, dissolve this card to resolve it. If the absorbing player is absorbing from an absorb until experiment, they must resolve this effect before the absorb until experiment. While this card is unresolved, if any player absorbs a card as their action, their turn is overshot, and they cannot trigger any cards absorbed that turn.

549. Wild Fly Away Symbol: When you play this card, privately view an opponent’s hand.

Card Editing Guide:

Cards from the standard game or additional Wild cards that need new symbols or edits to create Chemicards.

1. Ten 2 number card faces (one of each color) have the Rotate 2 Modifier.
2. One Wild card face has the All Rotate Symbol.
3. One Wild card face has the Rotate to 10 Symbol.
4. One Wild card face has the Dancing Symbol.
5. 16 Draw 2 card faces have the Draw 2 Dare Modifier.
6. Ten 1 number card faces (one of each color) have the Draw 1 Symbol.
7. One Wild card face has the Wild Draw 2 Symbol.
8. Ten 5 number card faces (one of each color) have the Draw 5 Symbol.
9. One Wild card face has the Draw Color Symbol.
10. Ten card faces of each color labeled 1-5 have the Swirly Modifier.
11. Ten 3 number card faces, one of each color, have the Overload Modifier.
12. One Wild card face has the Wild Clear Symbol.
13. One Wild card face has the Wild Giveaway Symbol.
14. One Wild card face has the Wild Pass Your Turn Symbol.
15. Ten 2 Number card faces, one of each color, have the Negative 2 Modifier.
16. One Wild card face has the Wild Item Box Symbol.
17. One Wild card face has the Wild Kevin’s Famous Chili symbol.
18. One Wild card face has the Wild Tilt Symbol.
19. Ten card faces of each color labeled 1-5 have the Stop Modifier.
20. One copy of each Non-Flex Even Numbered card has the Power Flip Modifier.
21. One Wild card face has the Wild All Power Flip symbol.
22. Flex Draw 2 cards need All Draw 1 symbols on the flex side.
23. Flex Reverse cards need Reverse and Skip symbols on the flex side.
24. Flex Skip cards need Skip Everyone symbols on the flex side.
25. Half of the Flex Wild cards need the Targeted Draw 2 symbol on the flex side.
26. Half of the Flex Wild cards need the All Draw 2 symbol on the flex side.
27. Flex Wild Draw 4 cards need the Targeted Draw 4 symbol on the flex side.
28. One Wild card face has the Wild Superstar symbol.
29. One Wild card face has the Wild Jackpot symbol.
30. One Wild card face has the Wild Reverse symbol.
31. One Wild card face has the Wild Skip symbol.
32. One Wild card face has the Wild Trade Hands symbol.
33. One Wild card face has the Wild Targeted Draw 2 symbol.
34. One Wild card face has the Wild Skip 2 symbol.
35. One copy of every number card labeled 1-5 per color has the Add a Rule Modifier.
36. One Wild card face has the Game changer symbol.
37. One Wild card face has the Pileup Symbol.
38. One Wild card face has the Drawn Together Symbol.
39. One Wild card face has the Play Two symbol.
40. One Wild card face has the All Draw 1 Symbol.
41. One Wild card face has the Creeper Symbol.
42. One Wild card face has the Snorlax Traffic symbol.
43. One Wild card face has the Battle Bond Symbol.
44. Ten 3 Number card faces (one of each color) have the Draw 3 Symbol.

45. One Wild card face has the Howler Symbol.
46. One Wild card face has the Invisibility symbol.
47. One Wild card face has the Shuffle Hands symbol.
48. Ten 8 Number Card faces, one per color, need the Showdown 1 Modifier.
49. Ten 8 Number Card faces, one per color, need the Showdown 2 Modifier.
50. One Wild card face has the Wild Showdown symbol.
51. One Wild card face has the Ono 99 symbol.
52. One Wild card face has the Creeperific Urrrgg symbol.
53. One Wild card face has the Uno Dice Game symbol.
54. All seven number cards need the trade hands modifier.
55. All zero number cards need the swap hands modifier.
56. One Wild Draw 4 card face has the Reverse symbol.
57. One Wild card face has the Color Roulette symbol.
58. One Wild card face has the Draw 6 symbol.
59. One Wild card face has the Draw 10 symbol.
60. Ten 1 Number Card faces, one per color, need the Launch Modifier.
61. Ten 0 Number Card faces, one per color, need the Whirlpool Modifier.
62. Ten 2 Number Card faces, one per color, need the Whirlpool Modifier.
63. One Wild card face has the Whirlpool symbol.
64. One Wild card face has the Challenge symbol.
65. One Wild card face has the Dip Into the Deck symbol.
66. One Wild card face has the Steal a Slice symbol.
67. One Wild card face has the Extreme Hit symbol.
68. One Wild card face has the Hit 4 symbol.
69. Several wild card faces have various versions of the ultimate modifier.
70. Several number cards have the danger modifier.
71. One Wild card face has the Mambo symbol.
72. One Wild card face has the Wild Crossing the Streams symbol.
73. One Wild card face has the Wild We Don’t Talk symbol.
74. One Wild card face has the Wild Altimeter Alert symbol.
75. One Wild card face has the Wild Cosmic Crush Symbol.
76. One Wild card face has the Wild Special Agent Mater Symbol.
77. One Wild card face has the Wild Owen’s Raptor Squad Symbol.
78. One Wild card face has the Wild The Force Symbol.
79. One Wild card face has the Wild Circle of Life Symbol.
80. One Wild card face has the Wild Infinity Gauntlet Symbol.
81. One Wild card face has the Wild Crash Up Symbol.
82. One Wild card face has the Wild Screen Slayer Symbol.
83. One Wild card face has the Wild Tiny Diamond’s Mixtape Symbol.
84. One Wild card face has the Wild Duke Caboom Symbol.
85. One Wild card face has the Wild Forces of Nature Symbol.
86. One Wild card face has the Wild Blind Symbol.
87. One Wild card face has the Wild Kickin’ Battle Symbol.
88. One Wild card face has the Wild Kryptonite Symbol.
89. One Wild card face has the Wild Dead Men Tell No Tales Symbol
90. One Wild card face has only the wild symbol.
91. One Wild card face has the Dead End Symbol.
92. One Wild card face has the Draw 3 Symbol.
93. One Wild card face has the Draw 5 Symbol.
94. One Wild card face has the Draw 7 Symbol.
95. One Wild card face has the Draw 8 Symbol.
96. One Wild card face has the Draw 9 Symbol.
97. One Green 8 Number card has the Swap Hands Symbol.
98. One Purple 8 Number card has the Swap Hands Symbol.
99. One Wild card face has the Wild Face Up Symbol.
100. One Wild card face has the Wild Draw 4 Discard 4 Symbol.
101. One Wild card face has the Wild Shuffle Em Up Symbol.
102. One Wild card face has the Wild Exclusive Popcorn symbol.
103. One Wild card face has the Wild Run symbol.
104. One Wild card face has the Wild Uno Bingo Symbol.
105. One Wild card face has the Wild All Pass 2 Symbol.

106. One Wild card face has the Wild Play 4 Symbol.
107. One Wild card face has the Wild Reroll Symbol.
108. One out of every 4 Yellow cards has the Transfer Plus Modifier.
109. One Wild card face has the Wild Grab A Tower Symbol.
110. Ten 6 Number Card faces, one per color, need the Tower 1 Modifier.
111. Ten 7 Number Card faces, one per color, need the Tower 2 Modifier.
112. Ten 8 Number Card faces, one per color, need the Tower 3 Modifier.
113. Ten 9 Number Card faces, one per color, need the Tower 4 Modifier.
114. Ten 6 Number Card faces, one per color, need the Tiki Spin Modifier.
115. Ten 5 Number Card faces, one per color, need the Small Spin Modifier.
116. Ten 6 Number Card faces, one per color, need the Small Spin Modifier.
117. Ten 7 Number Card faces, one per color, need the Small Spin Modifier.
118. Ten 8 Number Card faces, one per color, need the Small Spin Modifier.
119. Ten 9 Number Card faces, one per color, need the Small Spin Modifier.
120. One Wild card face has the Wild Reflex Symbol.
121. Ten 8 Number Card faces, one per color, need the Eye Eye Modifier.
122. One Wild card face has the Wild Meltdown Symbol.
123. One Wild card face has the Wild 35 Symbol.
124. One Wild card face has the Wild Hadouken Symbol.
125. One Wild card face has the Wild Comin' Through Symbol.
126. One Wild card face has the Wild Explosive Results Symbol.
127. One Wild card face has the Wild Worth It Symbol.
128. One Wild card face has the Wild Lean On Symbol.
129. One Wild card face has the Wild Scream and Shout Symbol.
130. One Wild card face has the Wild Just Dance Machine Symbol.
131. One Wild card face has the Wild Little Help Symbol.
132. One Wild card face has the Wild Escape Symbol.
133. One Wild card face has the Wild Punching Things Symbol.
134. One Wild card face has the Wild Typhon's Trick Symbol.
135. One Wild card face has the Wild Draw 1-6 Symbol.
136. One Wild card face has the Wild All Draw 1-6 Symbol.
137. One Wild card face has the Wild Craft a Wild Card Symbol.
138. One Wild card face has the Wild Viking Battle Symbol.
139. One Wild card face has the Wild Team Attack Symbol.
140. One Wild card face has the Wild Jellyfishing Symbol.
141. One Wild card face has the Wild Super Absorbency Symbol.
142. One Wild card face has the Wild Draw 6 Meme Symbol.
143. One Wild card face has the Wild Mr. Meeseeks Symbol.
144. One Wild card face has the Wild Robin's Rule Symbol.
145. One Wild card face has the Wild Shenron's Wish Symbol.
146. One Wild card face has the Wild Rad Style Symbol.
147. One Wild card face has the Wild The One Where You Draw Symbol.
148. One Wild card face has the Wild Pic-A-Nic Symbol.
149. One Wild card face has the Wild Web Slinger Symbol.
150. One Wild card face has the Wild On Tour Symbol.
151. One Wild card face has the Wild Best of Both Worlds Symbol.
152. One Wild card face has the Wild Hannah Montana Spin Symbol.
153. One Wild card face has the Wild Big Bang Theory Kitty Symbol.
154. One Wild card face has the Wild Shanks Symbol.
155. One Wild card face has the Wild Uno Uno No Mi Symbol.
156. One Wild card face has the Wild Exterminate Symbol.
157. One Wild card face has the Wild Bond's Future Prediction Symbol.
158. One Wild card face has the Wild Sabotage Symbol.
159. One Wild card face has the Wild Jim Hopper Symbol.
160. One Wild card face has the Wild Where Everyone Fits In Symbol.
161. One Wild card face has the Wild Roy Kent Grunt Symbol.
162. One Wild card face has the Wild Yellowstone Brand Symbol.
163. One Wild card face has the Wild Save The Day Symbol.
164. One Wild card face has the Wild Shark Week Symbol.
165. One Wild card face has the Wild Power of Greyskull Symbol.
166. One Wild card face has the Wild Mayhem Symbol.

167. One Wild card face has the Wild Trade Places Symbol.
168. One Wild card face has the Wild Happy Holiday Symbol.
169. One Wild card face has the Wild Seinfeld Episode Symbol.
170. One Wild card face has the Wild All Draw 2 Symbol.
171. One Wild card face has the Wild King Pig Symbol.
172. One Wild card face has the Wild Triforce Symbol.
173. Ten K Letter Card faces, one per color, need the King Modifier.
174. Ten J Letter Card faces, one per color, need the Jester Modifier.
175. One Wild card face has the Wild King's Wild Symbol.
176. One Wild card face has the Wild Rummy Up Symbol.
177. One Wild card face has the Wild Narwhal Rule Symbol.
178. Four Wild card faces have variations of the Wild Color Character Symbols.
179. One Wild card face has the Wild Color Choice Symbol.
180. One Wild card face has the Wild Pride Symbol and has a rainbow aesthetic.
181. One Wild card face has the Wild Spider Sense Symbol.
182. One Wild card face has the Wild Name Symbol.
183. One Wild card face has the Wild Played With Too Much Symbol.
184. One Wild card face has the Wild Justice Symbol.
185. One Wild card face has the Wild Batman Hero Symbol.
186. One Wild card face has the Wild Superman Hero Symbol.
187. One Wild card face has the Wild Cars Victory Lap Symbol.
188. One Wild card face has the Wild Accele-Race Symbol.
189. One Wild card face has the Wild Wishing Star Symbol.
190. One Wild card face has the Wild Just Keep Swimming Symbol.
191. One Wild card face has the Wild Olaf's Summertime Symbol.
192. One Wild card face has the Wild Let It Go Symbol.
193. One Wild card face has the Wild Power Ring Symbol.
194. One Wild card face has the Wild Expelliarmus Symbol.
195. One Wild card face has the Wild Voldemort Symbol.
196. One Wild card face has the Wild Sorting Hat Symbol.
197. One Wild card face has the Wild Sorting Hat Symbol and the 9.75 Number.
198. One Wild card face has the Wild Duet Symbol.
199. One Wild card face has the Wild Sharpay's Helping Hand Symbol.
200. One Wild card face has the Wild Run! Symbol.
201. One Wild card face has the Wild Superman's X-Ray Vision Symbol.
202. One Wild card face has the Wild Hyperspeed Symbol.
203. One Wild card face has the Wild Dumb-Fu Symbol.
204. One Wild card face has the Wild Oogie Boogie Symbol.
205. One Wild card face has the Wild Oogie Boogie 2021 Symbol.
206. One Wild card face has the Wild Man's Best Friend Symbol.
207. One Wild card face has the Wild Trick or Treat Symbol.
208. One Wild card face has the Wild Dr. Blowhole's Revenge Symbol.
209. One Wild card face has the Wild Recipes For Disaster Symbol.
210. One Wild card face has the Wild Welcome To The Jam Symbol.
211. One Wild card face has the Wild Best Friends Symbol.
212. One Wild card face has the Wild That Was One In A Million Symbol.
213. One Wild card face has the Wild From The Sewers Symbol.
214. One Wild card face has the Wild Supercharged Symbol.
215. One Wild card face has the Wild Power of Friendship Symbol.
216. One Wild card face has the Wild Friendship Symbol.
217. One Wild card face has the Wild Super Hero Symbol.
218. One Wild card face has the Wild Villain Symbol.
219. One Wild card face has the Wild Thirst Symbol.
220. One Wild card face has the Wild Desafio da Pegada Symbol.
221. One Wild card face has the Wild Desafio da Nota Symbol.
222. One Wild card face has the Wild Desafio do Olho Symbol.
223. One Wild card face has the Wild Desafio da Coroa Symbol.
224. One Wild card face has the Wild Desafio da Engrenagem Symbol.
225. One Wild card face has the Wild Desafio da Concha Symbol.
226. One Wild card face has the Wild Web Sling Symbol.
227. One Wild card face has the Wild Joker's Wild 3 Symbol.

228. One Wild card face has the Wild N-Zone Symbol.
229. One Wild card face has the Wild Gamma Blast Symbol.
230. One Wild card face has the Wild Feats of Fate Symbol.
231. One Wild card face has the Wild Super Battle Symbol.
232. One Wild card face has the Wild Mutate Symbol.
233. One Wild card face has the Wild Acquisition Symbol.
234. One Wild card face has the Wild Champs Symbol.
235. One Wild card face has the Wild Top 2 Symbol.
236. One Wild card face has the Wild Touchdown Symbol.
237. One Wild card face has the Wild Steel Curtain Symbol.
238. One Wild card face has the Wild Backup Symbol.
239. One Wild card face has the Wild Fly Eagles Fly Symbol.
240. One Wild card face has the Wild Hail Mary Symbol.
241. One Wild card face has the Wild Lead Block Symbol.
242. One Wild card face has the Wild Arrowhead Loud Symbol.
243. One Wild card face has the Wild Hot Corner Symbol.
244. One Wild card face has the Wild Dynasty Symbol.
245. One Wild card face has the Wild Three-Pointer Symbol.
246. One Wild card face has the Wild Draw 4/6 Symbol.
247. One Wild card face has the Wild Bouncer Symbol.
248. One Wild card face has the Wild 1-2-3 Symbol.
249. One Wild card face has the Wild Locked Up Symbol.
250. One Wild card face has the Wild Royal Rumble Symbol.
251. One Wild card face has the Wild Drafting Symbol.
252. One Wild card face has the Wild Dirt Dive Symbol.
253. One Wild card face has the Wild 3 Game Suspension Symbol.
254. One Wild card face has the Wild Redecorate Symbol.
255. One Wild card face has the Wild Double Cross Symbol.
256. One Wild card face has the Wild All Draw 2 (Color) Symbol.
257. One Wild card face has the Wild Swap Hands (Color) Symbol.
258. One Wild card face has the Wild Boomerang Symbol.
259. One Wild card face has the Wild Blockade Symbol.
260. One Wild card face has the Wild Reverse Block Symbol.
261. One Wild card face has the Wild Scramble Block Symbol.
262. One Wild card face has the Wild Golden Block Symbol.
263. One Wild card face has the Wild Red Rocker Symbol.
264. One Wild card face has the Wild Blue Bomber Symbol.
265. One Wild card face has the Wild Rock ‘Em Sock ‘Em Knockout Symbol.
266. One Wild card face has the Wild Silver Badge Symbol.
267. One Wild card face has the Wild Pick A Pal Symbol.
268. One Wild card face has the Wild Dead Kenny Symbol.
269. One Wild card face has the Wild Discard All 1 Color Symbol.
270. One Wild card face has the Wild Villain (Tinkerbell) Symbol.
271. One Wild card face has the Wild Sorcerer’s Apprentice Symbol.
272. One Wild card face has the Wild Mickey Movie Madness Symbol.
273. One Wild card face has the Wild Remember Me Symbol.
274. One Wild card face has the Wild The Claw Symbol.
275. One Wild card face has the Wild Lotso Symbol.
276. One Wild card face has the Wild Power of Togetherness Symbol.
277. One Wild card face has the Wild Stethoscope Symbol.
278. One Wild card face has the Wild Care-A-Lot Symbol.
279. One Wild card face has the Wild Eediot Symbol.
280. One Wild card face has the Wild Might Of Optimus Prime Symbol.
281. One Wild card face has the Wild Tyranny Of Megatron Symbol.
282. One Wild card face has the Wild Great Scot Symbol.
283. One Wild card face has the Wild Pixar Pop Quiz Symbol.
284. One Wild card face has the Wild Beast Friends Symbol.
285. One Wild card face has the Wild Skull Symbol.
286. Ten 9 Number cards and ten 5 Number cards (One of each color) need the Lightning Modifier.
287. One Wild card face has the Wild Otodokemono Symbol.
288. One Wild card face has the Wild Lover’s Quick Attack Symbol.

289. One Wild card face has the Wild Tomura Shigaraki Symbol.
290. One Wild card face has the Wild Gian's Recital Symbol.
291. One Wild card face has the Wild Anywhere Door Symbol.
292. One Wild card face has the Wild Rock-'n'-Swap Symbol.
293. One Wild card face has the Wild Yellow Flash Symbol.
294. One Wild card face has the Wild Red Hair Symbol.
295. One Wild card face has the Wild Blackbeard Symbol.
296. One Wild card face has the Wild Law Shambles Symbol.
297. One Wild card face has the Wild Fire Fist Symbol.
298. One Wild card face has the Wild Hancock's Love Love Beam Symbol.
299. One set of 1, 2, 3, 4, and 5 number cards need the Log Spin Modifier.
300. One Wild card face has the Wild Love Me Not Symbol.
301. One Wild card face has the Wild Friendship (Hello Kitty) Symbol.
302. One Wild card face has the Wild Hello Kitty Bow Symbol.
303. One Wild card face has the Wild Red Ribbon Symbol.
304. One Wild card face has the Wild Pikachu's Thunderbolt Symbol.
305. One Wild card face has the Wild Team Rocket Symbol.
306. One Wild card face has the Wild Masterball Symbol.
307. One Wild card face has the Wild Strike Shot Symbol.
308. One Wild card face has the Wild Beerus and Champa Symbol.
309. One Wild card face has the Wild Racer X Symbol.
310. One Wild card face has the Wild Targeted Draw 1 Symbol.
311. One Wild card face has the Wild Draw Color (Express) Symbol.
312. One Wild card face has the Wild Around The World Symbol.
313. One Wild card face has the Wild Agent P Symbol.
314. One Wild card face has the Wild Sweep Symbol.
315. One Wild card face has the Wild Skip Everyone Symbol.
316. One Wild card face has the Wild The Joker's Wild Symbol.
317. One Wild card face has the Wild Force Turnover Symbol.
318. One Wild card face has the Wild Mind Meld Symbol.
319. One Wild card face has the Wild Double Tribble Symbol.
320. One Wild card face has the Wild Pizza Symbol.
321. One Wild card face has the Wild Touchdown (2009) Symbol.
322. One Wild card face has the Wild PK Symbol.
323. One Wild card face has the Wild Own Goal Symbol.
324. One Wild card face has the 0 Number on it.
325. One Wild card face has the 1 Number on it.
326. One Wild card face has the 2 Number on it.
327. One Wild card face has the 3 Number on it.
328. One Wild card face has the 4 Number on it.
329. One Wild card face has the 5 Number on it.
330. One Wild card face has the 6 Number on it.
331. One Wild card face has the 7 Number on it.
332. One Wild card face has the 8 Number on it.
333. One Wild card face has the 9 Number on it.
334. One Wild card face has the Wild Sharing Squirrel Symbol.
335. One Wild card face has the Wild Ice The Kicker Symbol.
336. One Wild card face has the Wild Steal Symbol.
337. One Wild card face has the Wild Handbrake U Turn Symbol.
338. One Wild card face has the Wild Mega Minions Power Symbol.
339. One Wild card face has the Wild Harvest Symbol.
340. One Wild card face has the Wild Fashion Swap Symbol.
341. One Wild card face has the Wild Special Delivery Symbol.
342. One Wild card face has the Wild Wishbone Symbol.
343. One Wild card face has the Wild Anniversary Symbol.
344. One Wild card face has the Wild Press Your Luck Symbol.
345. One Wild card face has the Wild All Out Attack Symbol.
346. Ten 5 Number cards (One of each color) need the Hit 5 Modifier.
347. One Wild card face has the Wild Rockin Blockin Symbol.
348. One Wild card face has the Wild Grouch Symbol.
349. One Wild card face has the Wild MVP Symbol.

350. One Wild card face has the Wild Last Stand Symbol.
351. One Wild card face has the Wild Beachcomber Symbol.
352. One Wild card face has the Wild Casting Call Symbol.
353. One Wild card face has the Wild Fashion Trend Symbol.
354. One Wild card face has the Wild Super Joker Symbol.
355. One Wild card face has the Wild Ryan's Review Symbol.
356. One Wild card face has the Wild Monster Symbol.
357. One Wild card face has the Wild Dunk Symbol.
358. One Wild card face has the Wild Hail The King Symbol.
359. One Wild card face has the Wild Kindness Symbol.
360. One Wild card face has the Wild Strawberry Symbol.
361. One Wild card face has the Wild Rush Hour Symbol.
362. One Wild card face has the Wild Secret Symbol.
363. One Wild card face has the Wild Hat Symbol.
364. One Wild card face has the Wild Tales From Moominvalley Symbol.
365. One Wild card face has the Wild Ohana Symbol.
366. One Wild card face has the Wild The Armory of Greyskull Symbol.
367. One Wild card face has the Wild Mirror Mirror Symbol.
368. One Wild card face has the Wild Sword of Godric Gryffindor Symbol.
369. One Wild card face has the Wild Parseltongue Symbol.
370. One Wild card face has the Wild Salvio Hexia Symbol.
371. One Wild card face has the Wild Protego Maxima Symbol.
372. One Wild card face has the Wild Avatar State Symbol.
373. One Wild card face has the Wild Cheese Touch (2010) Symbol.
374. One Wild card face has the Wild Cheese Touch (2012) Symbol.
375. Ten 1 Number cards (one of each color) need the Hit 1 Modifier.
376. One Wild card face has the Wild Geox Symbol.
377. One Wild card face has the Wild Behind The Scenes Symbol.
378. One Wild card face has the Wild Arby's Jackpot Symbol.
379. One Wild card face has the Wild Max Steel Special Symbol.
380. One Wild card face has the Wild Power of Friendship (American Girl 2020)Symbol.
381. One Wild card face has the Wild Pinkititis Symbol.
382. One Wild card face has the Wild Shuffle Hands (NDJOLIJEAN) Symbol.
383. One Wild card face has the Wild ESRUC Symbol.
384. One Wild card face has the Wild Go Green Symbol.
385. One Wild card face has the Wild Captain Symbol.
386. One Wild card face has the Wild Two Mal Symbol.
387. One Wild card face has the Wild Fetch Symbol.
388. One Wild card face has the Wild Roll Over Symbol.
389. One Wild card face has the Wild Penguin's Self Search Symbol.
390. One Wild card face has the Wild All-Purpose Symbol.
391. One Wild card face has the Wild Emoji Symbol.
392. One Wild card face has the Wild Mira! Symbol.
393. One card face of the yellow and green 2 4 6 8 and skip cards, as well as one card face of the red and blue 1 3 5 7 and reverse cards and a Wild card will have the Star Modifier.
394. One Wild card face has the Wild Item Guard Symbol.
395. One Wild card face has the Wild Good Luck Charm Symbol.
396. One Wild card face has the Wild Half Symbol.
397. One Wild card face has the Wild Thief Symbol.
398. One Wild card face has the Wild Plus Symbol.
399. One Wild card face has the Wild Stacko 1994 Symbol.
400. One Wild card face has the Wild Wild Arby's Custom Card Symbol.
401. One Wild card face has the Wild Penguin Villain Symbol.
402. One Wild card face has the Wild Joker Villain Symbol.
403. One Wild card face has the Wild Bane Villain Symbol.
404. One Wild card face has the Wild Mr. Freeze Villain Symbol.
405. One Wild card face has the Wild Draw 4 Utility Belt Symbol.
406. One Wild card face has the Wild Trick Symbol.
407. One Wild card face has the Wild Trick (Uno 2 Go) Symbol.
408. One Wild card face has the Wild Punch Symbol.
409. One Wild card face has the Wild Number Tornado Symbol.

410. One Wild card face has the Wild Parrot Symbol.
411. One Wild card face has the Wild Ice Cream Symbol.
412. Ten Wild card faces have the Wild Jellyfish Symbol, and each of these will have one of the numbers in the 0-9 range.
413. One Set of Number cards have the Dandelion Modifier.
414. One set of Number cards have the Shark Modifier.
415. All 10 Number card faces needs the Tens Play Again Modifier.
416. One Wild card face has the Wild Reverse Draw 8 Symbol.
417. One Wild card face has the Wild Final Attack Symbol.
418. One Wild card face has the Wild Sudden Death Symbol.
419. Ten 10 Number cards (One of each color) need the Reverse Modifier.
420. Ten 11 Number cards (One of each color) need the Skip Modifier.
421. Ten 12 Number cards (One of each color) need the Draw 2 Modifier.
422. Ten 22 Number cards (One of each color) need the Double Draw 2 Modifier.
423. Ten Draw 2 cards (One of each color) need the Draw 2 Truth Modifier.
424. One Wild card face has the Wild Uno Spin 2025 Modifier.
425. Ten 1, 2, 3, 4, and 5 number cards have the Uno Spin 2025 Modifier. Once Per color.
426. 7 Number Cards of each color and two wild cards need the Adults Only Spin Modifier.
427. One wild card has the wild dragon symbol.
428. One wild card has the wild howler 2003 symbol.

Card Adding Guide:

New physical cards getting added to Chemicards that aren't wild :

1. Six new colors: orange, purple, pink, gray, white, and brown.
2. Wild Cards with various combinations of four colors in their symbol.
3. Four total card faces of Gray 50/50 Cards.
4. One Veto Card. (Not meant to be shuffled into the deck.)
5. Ten total card faces (one of each color) of Discard Color cards.
6. Ten total card faces (one of each color) of Trade Hands cards.
7. Ten total card faces (one of each color) of Flip cards.
8. Ten total card faces (one of each color) of Skip Everyone cards.
9. One Art Card. (Not meant to be shuffled into the deck.)
10. Ten total card faces (one of each color) of Discard Two of the Same Color cards.
11. Ten total card faces (one of each color) of Wild Number cards.
12. Ten total card faces, one of each color, of Slap cards.
13. 32 Total card faces of Power cards.
14. 32 Total card faces of Customizable Wild cards.
15. Ten total card faces, one of each color, of Jackpot cards.
16. One Direction Tracker Card.
17. 2 Link cards.
18. Ten total card faces (one of each color) of Point Taken Cards
19. Ten total card faces (one of each color) of 10 Number cards.
20. Ten total card faces (one of each color) of -10 Number cards.
21. Four dare list cards.
22. Four total card faces of Purple Wild Card.
23. Ten total card faces (one of each color) of Draw 4 cards.
24. 16 Life Cards.
25. 28 Unique character cards.
26. 170ish total card faces of danger deck cards, including location, enemy, event, and item cards.
27. Ten total card faces (one of each color) of 11 number cards.
28. Ten total card faces (one of each color) of 12 number cards.
29. Ten total card faces (one of each color) of 13 number cards.
30. Ten total card faces (one of each color) of 14 number cards.
31. Ten total card faces (one of each color) of 15 number cards.
32. Ten total card faces (one of each color) of 16 number cards.
33. Ten total card faces (one of each color) of 17 number cards.
34. Ten total card faces (one of each color) of 18 number cards.
35. Ten total card faces (one of each color) of 19 number cards.

36. Ten total card faces (one of each color) of 20 number cards.
37. Ten total card faces (one of each color) of 21 number cards.
38. Ten total card faces (one of each color) of 22 number cards.
39. Ten total card faces (one of each color) of 23 number cards.
40. Four total card faces of Wild Red Cards.
41. Four total card faces of Everyone Draws 2 Cards.
42. Four total card faces of Sharing Secrets cards.
43. Four total card faces of Deflect cards. (Green with superstar symbol)
44. Four total card faces of See the Future cards.
45. Four total card faces of Silence is Golden cards.
46. Four total card faces of Popcorn Hog Draw 2 cards.
47. Four total card faces of Doubles Cards.
48. Ten total card faces (one of each color) of Surprise Command Cards
49. Four total Tower cards.
50. Ten total card faces (one of each color) of Grab 2 Towers Cards
51. 6 Total Tiki Cards.
52. 16 Wild Experiment Cards.
53. Ten total card faces (one of each color) of Curse cards.
54. 10 Total card faces (one of each color) of Ace Cards.
55. 10 Total card faces (one of each color) of King Cards.
56. 10 Total card faces (one of each color) of Queen Cards.
57. 10 Total card faces (one of each color) of Jack Cards.
58. King Card.
59. Jester Card.
60. Ten Total card faces (one of each color) of King's Choice Cards.
61. Ten Total card faces (one of each color) of Jester's the Choice Cards.
62. 4 Color Power Cards (Colors Rule)
63. Ten Total card faces (one of each color) of Skip To Cards.
64. Ten Total card faces (one of each color) of The Giving Card Cards.
65. Ten Total card faces (one of each color) of Shield Cards.
66. One WILD CARD has the Party Games Symbol.
67. Ten Total card faces (one of each color) of 39 Number Cards.
68. Ten Total card faces (one of each color) of 73 Number Cards.
69. Ten Total card faces (one of each color) of 88 Number Cards.
70. Ten Total card faces (one of each color) of 90 Number Cards.
71. Ten Total card faces (one of each color) of 97 Number Cards.
72. Ten Total card faces (one of each color) of 44 Number Cards.
73. Ten Total card faces (one of each color) of 54 Number Cards.
74. Ten Total card faces (one of each color) of 85 Number Cards.
75. Ten Total card faces (one of each color) of 35 Number Cards.
76. Ten Total card faces (one of each color) of 55 Number Cards.
77. Ten Total card faces (one of each color) of 62 Number Cards.
78. Ten Total card faces (one of each color) of 91 Number Cards.
79. Ten Total card faces (one of each color) of 70 Number Cards.
80. Ten Total card faces (one of each color) of 87 Number Cards.
81. Ten Total card faces (one of each color) of 36 Number Cards.
82. Ten Total card faces (one of each color) of 38 Number Cards.
83. Ten Total card faces (one of each color) of 60 Number Cards.
84. Ten Total card faces (one of each color) of 80 Number Cards.
85. Ten Total card faces (one of each color) of 52 Number Cards.
86. Ten Total card faces (one of each color) of 95 Number Cards.
87. Ten Total card faces (one of each color) of Targeted Draw 2 Cards.
88. Ten Total card faces (one of each color) of Lipslide Cards.
89. Ten Total card faces (one of each color) of Alley-Oop Cards.
90. One card face of Blue Color Exclusive Clone Symbol.
91. One card face of Yellow Color Exclusive Lucky Croc Tooth Symbol.
92. One card face of Red Color Exclusive Shooting Star Symbol.
93. One card face of Blue Color Exclusive Toe Hold Symbol.
94. One card face of Green Color Exclusive Highland Two Step Symbol.
95. One card face of Blue Color Exclusive Tsunami Symbol.
96. One card face of Yellow Color Exclusive Switcheroo Symbol.

97. One card face of Red Color Exclusive Reverse Draw 2 Symbol.
98. One card face of Yellow Color Exclusive Reverse and Skip Symbol.
99. One card face of Green Color Exclusive Skip And Draw 2 Symbol.
100. Ten Total card faces (one of each color) of Spy Cards.
101. Ten Total card faces (one of each color) of Shark Cards.
102. Ten Total card faces (one of each color) of Mutant Cards.
103. Ten Total card faces (one of each color) of All Draw 2 Advance Cards.
104. Ten Total card faces (one of each color) of Leader Draw 2 Cards.
105. One card face of Blue Color Exclusive Freeze Symbol.
106. One card face of Orange Color Exclusive Flurry Symbol.
107. One card face of Purple Color Exclusive Safeguard Symbol.
108. One card face of Red Color Exclusive Sabotage Symbol.
109. One card face of Green Color Exclusive Transform Symbol.
110. One card face of Green Color Exclusive Sleep Symbol.
111. Ten Total card faces (one of each color) of Tinkerbell Draw 2 Cards.
112. One card face of Gold Wild.
113. One card face of Gold Wild Draw 4.
114. Ten Total card faces (one of each color) of Check 2 Cards.
115. Ten Total card faces (one of each color) of Customizable Cards.
116. Ten Total card faces (one of each color) of Free Turn Cards.
117. Recipe Card.
118. Ten Total card faces (one of each color) of Vegas Cards.
119. Ten Total card faces (one of each color) of Shift Up Cards.
120. Token Card.
121. 16 Movement Cards.
122. 4 Skip cards With ONLY Skip on both sides.
123. 4 Draw 2 cards with ONLY Draw 2 on both sides.
124. Blank Wild Card with Blank Wild on Flip side.
125. Wild Draw 4 with only Wild Draw 4 on Flip side.
126. Create Your Own House Rules Card.
127. Ten Total card faces (one of each color) of Double Discard All Cards.
128. Ten Total card faces (one of each color) of Time Balloon Cards.
129. One card face of 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, Skip, Reverse, and Draw 2 cards for each of the 5 Double Colors.
130. Five Total card faces (one of each double color) of Double Color Discard All Cards.
131. One card face of Orange Color Exclusive Dampener Symbol.
132. One card face of Orange Color Exclusive New Hand Symbol.
133. One card face of Orange Color Exclusive Mirror Symbol.
134. One card face of Orange Color Exclusive 50% Point Bonus Symbol.
135. One card face of Orange Color Exclusive Snare Symbol.
136. One card face of Orange Color Exclusive Safety Net Symbol.
137. 50 ish Companion Creature Cards.
138. Ten Total card faces (one of each color) of Scramble Cards.
139. 16 Mercy/No Mercy Expansion Cards.
140. 4 Truth List cards.
141. 3 Challenge List Cards A, B, and C (Uno Spin Adults Only)
142. Orange color exclusive shield symbol card.
143. Wild card with five colors: (Yellow, green, red, blue, purple.)
144. Wild Draw 4 card with five colors: (Yellow, green, red, blue, purple.)
145. Wild On Tour card with five colors: (Yellow, green, red, blue, purple.)

Non-Card Props:

1. Coin. (needs new symbols)
2. D12 (Attack) (needs no symbols)
3. D8 (needs no symbols)
4. D4 (needs no symbols)
5. D6 (needs no symbols)
6. D10 (needs no symbols)
7. D20 (needs no symbols)

8. Piece of Paper (For Ice The Kicker Effect)

General Design Changes:

1. This game will be leftie friendly.
2. All cards will be double sided.
3. Half of all cards are Flex cards. Flex colors are evenly distributed.
4. Cards will contain Color Blindness support symbols.
5. Cards will be made of waterproof plastic.
6. A useless addon pack will be sold separately containing 28 shiny versions of the character cards.
7. All dice will have a number and color/colorblind symbol present on each face where applicable.
8. Cards with color exclusive mechanics will have a symbol indicating that.
9. The rulebook will include super easy trivia relating to basic mechanics of the game at some point.

Additional rules only for true Uno fans:

1. Sleeve every card.

That about does it. Comment any ideas you have in the video comment section, and thanks for reading.

Lists of Uno Versions:

The Uno versions contained in most of these lists have been covered by me in the Uno Amalgam Youtube series.

Amalgamated Versions:

1. Base Uno (Modern)
2. Uno 50th Anniversary Icon Series 1971
3. Uno 50th Anniversary Icon Series 1980
4. Uno 50th Anniversary Icon Series 1990
5. Uno 50th Anniversary Icon Series 2000
6. Uno 50th Anniversary Icon Series 2010
7. Uno 50th Anniversary Premium Set
8. Nonpartisan Uno
9. Base Uno (1980)
10. Uno Attack
11. Uno Left Hand
12. Uno BTS
13. Uno Dare!
14. Uno Flip!
15. Uno Artiste Jean-Michel Basquiat
16. Uno Spin (2005)
17. Uno Triple Play
18. Skip-Bo
19. Uno Blitzo
20. Dos (First Edition)
21. Uno Quatro
22. Uno Mariokart
23. Uno The Office
24. Uno Flash
25. Uno Tippo
26. Uno Flex!
27. Uno Super Mario
28. Uno Wild Jackpot
29. Uno All Wild
30. Uno House Rules!
31. Uno Party!

32. Dos Second Edition
33. Uno Sonic the Hedgehog
34. Uno Minecraft
35. Uno Pokémon
36. Uno Pokémon (Asia)
37. Uno Harry Potter and the Sorcerer’s Stone
38. Uno Showdown
39. Ono 99
40. Uno Splash
41. Uno H2O
42. Uno Dare Adults Only
43. Uno Monster High
44. Uno Dice Game: Roll and Write!
45. Uno Stacko
46. Uno Show ‘Em No Mercy
47. Uno Flip (2009)
48. Uno H2O Splash
49. Blokus Shuffle: Uno Edition
50. Uno Milk Chocolate Edition
51. Uno UpUp DownDown
52. Uno Pocket Pizza Pizza
53. Uno Pocket Pizza 73
54. Uno Extreme
55. Uno Attack (2020)
56. Boom-O
57. Uno Ultimate Marvel
58. Uno Ultimate Marvel Second Edition
59. Uno Ultimate DC
60. Uno Ultimate Marvel Ms. Marvel Expansion Pack
61. Uno Ultimate Marvel Spider Man Expansion Pack
62. Uno Ultimate Marvel Loki Expansion Pack
63. Uno Ultimate Marvel Ant Man Expansion Pack
64. Uno Ultimate Marvel Shang Chi Expansion Pack
65. Uno Ultimate Marvel Dr. Strange Expansion Pack
66. Uno Ultimate Marvel Scarlet Witch Expansion Pack
67. Uno Ultimate Marvel She Hulk Expansion Pack
68. Uno Ultimate Marvel Miles Morales Expansion Pack
69. Uno Ultimate Marvel Spider Gwen Expansion Pack
70. Uno Ultimate Marvel Spider Man 2099 and Venom 2 Pack
71. Uno Ultimate Marvel Rocket and Groot Expansion Pack
72. Uno Ultimate Marvel Mighty Thor Expansion Pack
73. Uno Ultimate DC Batman Expansion Pack
74. Uno Ultimate DC Harley Quinn Expansion Pack
75. Uno Happy Feet
76. Uno Ghostbusters
77. Uno Encanto
78. Uno Planes
79. Uno Captain Marvel
80. Uno Cars 2
81. Uno Jurassic World
82. Uno Star Wars
83. Uno The Lion King
84. Uno Avengers
85. Uno Cars 3
86. Uno Incredibles 2
87. Uno Trolls World Tour
88. Uno Toy Story 4
89. Uno Frozen 2
90. Uno Shrek 2
91. Uno Kung Fu Panda
92. Uno Superman Returns

93. Uno Pirates of the Caribbean
94. Uno Dominos
95. Uno Hearts
96. Uno Wild Twists Playing Cards
97. Uno Cobs Game Changers Cards
98. Phase 10
99. Uno Bingo
100. Uno Wild Tiles
101. Uno Dice (1987)
102. Uno Dice Game (Can)
103. Luck Plus
104. Uno Roboto
105. Uno Power Grab
106. Uno Showdown Supercharged
107. Uno Tiki Twist
108. Uno Spin To Go!
109. Uno Reflex
110. Uno Attack Jurassic World
111. Uno Blast
112. Uno Eye Eye Spongebob!
113. Uno Triple Play Stealth
114. Uno (Xbox 360)
115. Uno (Gamesloft)
116. Uno (Ubisoft)
117. Uno 35th Anniversary (Xbox 360)
118. Uno Super Street Fighter 2 Turbo Hd Remix
119. Uno Rabbids
120. Uno Just Dance 2017
121. Uno Rayman
122. Uno Fenyx's Quest
123. Uno The Call of Yara
124. Uno Valhalla
125. Uno Teenage Mutant Ninja Turtles (Team Attack)
126. Uno Nickelodeon Spongebob Squarepants
127. Uno Nickelodeon Spongebob Squarepants Special Edition (2002)
128. Uno Nickelodeon Spongebob Squarepants Meme
129. Uno Rick and Morty
130. Uno Teen Titans Go!
131. Uno DragonBall Z
132. Uno Saved By The Bell
133. Uno Friends
134. Uno Hanna Barbera
135. Uno Ultimate Spider-Man Web Warriors
136. Uno Hannah Montana (2007 On Tour)
137. Uno Hannah Montana (2007 Best of Both Worlds)
138. Uno Spin Hannah Montana
139. Uno The Big Bang Theory
140. Uno One Piece (2003)
141. Uno Doctor Who
142. Uno Spy X Family
143. Uno Glee
144. Uno Flip! Stranger Things
145. Uno Schitt's Creek
146. Uno Ted Lasso
147. Uno Yellowstone
148. Uno DC Super Hero Girls
149. Uno Shark Week
150. Uno Masters of the Universe
151. Uno The Muppet Show
152. Uno Nickelodeon
153. Uno Peanuts A Charlie Brown Christmas

154. Uno Seinfeld
155. Uno USA
156. Uno American Kennel Club Sporting Group (2006)
157. Uno Angry Birds
158. Uno The Legend of Zelda
159. Uno 52
160. Uno Royal Revenge
161. Uno Rummy Up
162. Uno Unocorns
163. Uno Colors Rule!
164. Uno Spider Sense Spider-Man
165. Uno Remix!
166. Uno Barbie The Movie
167. Uno Batman Begins
168. Uno Batman v Superman
169. Uno Cars (2012)
170. Uno Cars (2014)
171. Uno Disney Wish
172. Uno Disney Pixar Finding Dory
173. Uno Disney Frozen (2014)
174. Uno Disney Frozen (2016)
175. Uno Green Lantern
176. Uno Harry Potter (2005)
177. Uno Harry Potter (2010)
178. Uno Harry Potter (2018)
179. Uno Harry Potter (2021)
180. Uno High School Musical
181. Uno High School Musical 2
182. Uno Jurassic World Dominion
183. Uno Justice League
184. Uno Disney Pixar Lightyear
185. Uno Minions Rise of Gru
186. Uno The Nightmare Before Christmas (2007)
187. Uno The Nightmare Before Christmas (2017)
188. Uno The Peanuts Movie
189. Uno Peanuts It's The Great Pumpkin Charlie Brown (2006)
190. Uno Nickelodeon Dreamworks The Penguins of Madagascar
191. Uno Ratatouille
192. Uno Space Jam A New Legacy
193. Uno Spirit Untamed
194. Uno Star Wars Technical Schematics
195. Uno Teenage Mutant Ninja Turtles Mutant Mayhem
196. Uno Hotwheels (2020)
197. Uno Disney Princess (2020)
198. Uno Disney Mickey Mouse and Friends (2021)
199. Uno Flip! Marvel
200. Uno Coca-Cola (2004)
201. Uno Jelly Belly
202. Uno Burger King Desafio: Dinossauros (Brazil)
203. Uno Burger King Desafio: Música (Brazil)
204. Uno Burger King Desafio: Monstros (Brazil)
205. Uno Burger King Desafio: Robós (Brazil)
206. Uno Burger King Desafio: Princesa (Brazil)
207. Uno Burger King Desafio: Sereia (Brazil)
208. Uno McDonald's Party Games (Japan)
209. Uno The Amazing Spider-Man (2023)
210. Uno Batman (2005)
211. Uno Fantastic Four (2005)
212. Uno The Incredible Hulk (2003)
213. Uno Marvel Heroes (2010)
214. Uno Superman (2006)

215. Uno X-Men (2003)
216. Uno New York Giants (2006)
217. Uno NBA All Stars Western Conference
218. Uno MLB Stars of the American League
219. Uno Fandom NFL Super Bowl LVIII Kansas City Chiefs
220. Uno Fandom NFL Pittsburgh Steelers
221. Uno Fandom NFL San Francisco 49ers
222. Uno Fandom NFL Philadelphia Eagles
223. Uno Fandom NFL Dallas Cowboys
224. Uno Fandom NFL New England Patriots
225. Uno Fandom NFL Kansas City Chiefs
226. Uno Arsenal Highbury Legends
227. Uno New York Mets David Wright
228. Uno NFL New England Patriots Special Edition (2005)
229. Uno NBA Kobe Bryant Special Edition (2007)
230. Uno Cricket (India) (2021)
231. Uno WWE Legends Special Edition (2006)
232. Uno WWE (2017)
233. Uno WWE (2010)
234. Uno Nascar (2005)
235. Uno X Games
236. Uno Undercover
237. Uno CD-ROM
238. Uno Game Boy Color
239. Uno + Skip-Bo 2 Game Pack (Game Boy Advance)
240. Uno Free Fall (Game Boy Advance)
241. Uno Free Fall (Java Mobile Game)
242. Uno (Java Mobile Game) (2009)
243. Uno Spin (Java Mobile Game)
244. Uno & Friends (Java Mobile Game) (2012)
245. Uno DirecTV Game Lounge
246. Uno Paw Patrol (2015)
247. Uno Mickey Mouse and Friends (2017)
248. Uno South Park
249. Uno Disney (2002)
250. Uno Disney (2016)
251. Uno Disney 100
252. Uno Disney Pixar Coco
253. Uno Toy Story (2008)
254. Uno Toy Story 3 (2009)
255. Uno Trolls Band Together
256. Uno Doc McStuffins
257. Uno Care Bears
258. Uno Ren and Stimpy
259. Uno Flip Transformers
260. Uno The Simpsons Springfield
261. Uno Pixar (2021)
262. Uno Monster High (2017)
263. Uno Monster High (2013)
264. Uno Master Disney Pixar Cars
265. Uno Kiki’s Delivery Service
266. Uno Haikyu!!
267. Uno My Hero Academia
268. Uno Doraemon (2023)
269. Uno Doraemon (2003)
270. Uno Hi Hi Puffy Amiyumi
271. Uno Naruto Shippuden
272. Uno One Piece (New World) (2011)
273. Uno One Piece (2016)
274. Uno One Piece (Summit War) (2011)
275. Uno One Piece Log Spin

276. Uno Hello Kitty (2003)
277. Uno Hello Kitty (2006)
278. Uno Hello Kitty (2012)
279. Uno Hello Kitty (Japan) (2011)
280. Uno Pokémon XY
281. Uno Pokémon Best Wishes
282. Uno Monster Dream Company
283. Uno Dragon Ball Super (Japan)
284. Uno Speed Racer
285. Uno Pocket All Wild Burger King
286. Uno Flip! Express
287. Uno Limited Too It's a Girl's World
288. Uno Phineas and Ferb
289. Uno Chicago White Sox World Series (2005)
290. Uno New York
291. Uno Batman The Dark Knight
292. Uno Nike Zoom Freak 3
293. Uno Star Trek Special Edition (1999)
294. Uno Teenage Mutant Ninja Turtles (2013)
295. Uno Pittsburgh Steelers (2009)
296. Uno Boston Red Sox 2007 World Series Champions
297. Uno Ambassador: Masahi Oguro
298. Uno Veefriends
299. Uno NFL (2023)
300. Uno Boston Celtics (2005)
301. Uno Ford
302. Uno Despicable Me 4
303. Uno John Deere
304. Uno Barbie (Black) (2018)
305. Uno FAO Schwarz
306. Vacation Uno
307. Uno Happy Birthday
308. Uno Macy's Thanksgiving Day Parade
309. Uno 30 Year Anniversary
310. Uno Flip Attack
311. Uno Polly Pocket (2006)
312. Uno Sesame Street 35th Anniversary
313. Uno Pittsburgh Steelers Super Bowl XL
314. Uno Texas Edition
315. Uno Barbie California Girl
316. Uno My Scene
317. Uno Barbie (2013)
318. Uno Super Kick (Germany)
319. Uno Ryan's World Pocket Watch
320. Uno Boston Red Sox (2004)
321. Uno San Antonio Spurs (2006)
322. Uno NBA Cleveland Cavaliers Lebron James
323. Uno Wellie Wishers
324. Uno Shopkins
325. Uno Hotwheels (2014)
326. Uno Doraemon (2016)
327. Uno Sock Monkey
328. King Size Uno (With Free Turn)
329. Uno Moomin (2024)
330. Uno Lilo and Stitch (2024)
331. Uno Fandom Masters of the Universe
332. Uno Fandom Star Trek
333. Uno Fandom Harry Potter Gryffindor
334. Uno Fandom Harry Potter Slytherin
335. Uno Fandom Harry Potter Ravenclaw
336. Uno Fandom Harry Potter Hufflepuff

337. Uno Fandom Avatar The Last Airbender
338. Uno Diary of a Wimpy Kid (2010)
339. Uno Diary of a Wimpy Kid (2012)
340. Uno Attack Mega Hit
341. Uno Pocket Geox
342. Uno Disney Channel
343. Uno Arby's Wild Jackpot
344. Uno Max Steel (Red Box)
345. Uno American Girl (2020)
346. Uno Pinkalicious
347. Uno NDJOLIJEAN
348. Uno World Series Champions 2004 Boston Red Sox
349. Uno Philadelphia Eagles (2006)
350. Uno New York Yankees Derek Jeter
351. Mein Erstes Uno (Germany)
352. Uno Artlist Collection The Dog Special Edition (2003)
353. Uno Artlist Collection The Dog Special Edition (2006)
354. Uno Chicago Cubs (2006)
355. Uno Madness
356. Uno Utterly Butterly Omega 3
357. Uno Elvis
358. Uno Sumikko Gurashi
359. Uno NFL Greatest Stars Reggie Bush
360. Uno Emoji
361. Uno 2000 Italian Ferrari
362. Uno Platica Polinesia
363. Uno Junior Move!
364. Uno Boost
365. Uno Famicom / Super Uno
366. Uno Stacko (1994)
367. Uno Rush
368. Uno Arby's Get Wild 4 Uno
369. Uno House Rules
370. Uno Deluxe House Rules
371. Uno Fun Pack (Germany)
372. Uno The Batman (2006)
373. Uno Ito Family's Dining Table
374. Uno Sudoku
375. Uno Mobile (Mattel163)
376. Uno 2 Go / Uno Wonder
377. Uno & Friends (Online)
378. Eres Un Experto Jugando A UNO Showdown? (Flash Game)
379. Uno Show 'Em No Mercy Expansion Pack
380. Uno Golf
381. Uno Truth Adults Only
382. Uno Spin (2025)
383. Uno Spin Adults Only
384. Uno Braille
385. Radica: Uno 360
386. Uno SuperLite 2000 Vol. 16 Game
387. Uno Party Mania!
388. Uno Disney Princess (2002)
389. Uno Harry Potter (2003)
390. Uno National Parks
391. Uno Show 'Em No Mercy (Ubisoft)
392. Uno Choo Choo
393. Seikin Uno (Japan)
394. Uno NSYNC
395. Uno University of North Carolina
396. Uno Ultimate Thanos Promo Card
397. Uno New York Knicks Special Edition (2006)

398. Uno Fandom Monster High
399. Uno Magic Tree House

Can’t Be Amalgamated:

Versions That Physically Cannot Be Added (This could be due to legal or physical limitations):

1. Uno Nothing But Paper - (Cards cannot be made of paper and plastic at the same time.)
2. Earth-Friendly Uno (Japan) - (Cards cannot be made of paper and plastic at the same time.)
3. Uno Master - (The only mechanical difference is an unimplementable timer mechanic.)
4. Uno Xbox 360 Live - (The only mechanical difference is an unimplementable timer mechanic.)
5. Uno McDonald’s 2007 - (The only mechanical difference is an unimplementable timer mechanic.)

Versions That Contain Mechanics That Cannot Legally Be Added:

1. Uno ColorADD (Don’t worry, a colorblindness system will be put in place, just not this one.)

Versions That Won’t Be Added Because They Feature Different Card Sizes or Shapes (Still Mechanically represented):

1. Giant Uno
2. Giant Uno BTS
3. Giant Uno NFL
4. World’s Smallest Uno
5. World’s Smallest Dos
6. World’s Smallest Uno Retro
7. Uno To Go!
8. Uno Go!
9. Uno H20 To Go!
10. Uno Express
11. Dos Express
12. Uno Car Go
13. Uno Keychain
14. Uno Mini Capsule Game (Japan)
15. Dos Mini Capsule Game (Japan)
16. Uno Barbie Mini Capsule Game (Japan)
17. Uno Hotwheels Mini Capsule Game (Japan)
18. Uno Mini 50 Years of Being Wild Capsule Game (Japan)
19. Uno Mini 50th Anniversary Icon Series 1971 Capsule Game (Japan)
20. Uno Mini Party Favors
21. Uno Mini
22. Mini Uno
23. Uno Pocket (Small)
24. Giant Uno Jurassic World Dominion
25. Uno Mini McDonald’s (Japan)
26. Dos Go!

Eliminated Versions:

Versions That Won’t Be Added Because They Either Have No Mechanical Differences or Only Contain Repeat Mechanics that have already been implemented:

1. Uno Minimalista
2. Uno Tubo
3. Uno Platinum Edition
4. Uno Ghostbusters 2016
5. Uno Star Wars the Clone Wars
6. Uno Los Polinesios
7. Uno Wilderness
8. Uno Deluxe
9. Uno Deluxe (Modern)
10. Uno Spider-Man 2002

11. Uno Kylie Jenner
12. Uno Luke Bryan: Born Here Live Here Die Here
13. Uno Summer Edition / Beach Uno
14. Uno Barbie Life In The Dreamhouse
15. Uno Barbie (2000)
16. Uno Barbie (2002)
17. Uno Cinderella
18. Uno Despicable Me (2016)
19. Uno Disney Fairies
20. Uno Disney Parks
21. Uno Disney Theme Park Classic (2005)
22. Uno Disney Theme Park Modern (2012)
23. Uno Dogs (2006)
24. Uno England Football
25. Uno England Rugby
26. Uno Fast and Furious (2016)
27. Uno FC Bayern München
28. Uno Fishing (2012)
29. Uno Fragglerock
30. Uno Hairspray
31. Uno Hannah Montana 2008
32. Uno Hello Kitty and Friends
33. Uno High School Musical 3
34. Uno Iron Man 2
35. Uno Marvel Avengers Assemble
36. Uno Marvel Avengers (2014)
37. Uno National Parks Ken Burns
38. Uno Nintendo (2004)
39. Uno Over The Hedge
40. Uno Sesame Street (2004)
41. Uno Shrek (2007)
42. Uno Sofia The First (2014)
43. Uno Spongebob Squarepants Secret Recipe (2003)
44. Uno Star Wars The Mandalorian
45. Uno Teen Titans
46. Uno Tokidoki (2022)
47. Uno Mod
48. Uno Wildlife
49. Uno The Wizard of Oz
50. Uno Project Gotham Racing
51. Uno Kameo Elements of Power
52. Uno Nickelodeon Spongebob Squarepants Lost In Time
53. Uno Nickelodeon SpongeBob Squarepants All New Special Edition
54. Uno Wild Jackpot Chrome
55. Uno the Golden Compass
56. My First Uno
57. My First Uno With Nickelodeon Rugrats
58. My First Uno Nickelodeon Dora The Explorer
59. My First Uno Dora
60. My First Uno Thomas and Friends
61. My First Uno Jake and the Neverland Pirates
62. My First Uno Where The Wild Things Are
63. My First Uno With Disney Winnie the Pooh
64. My First Uno Disney Handy Manny
65. My First Uno Disney Mickey Mouse Clubhouse
66. My First Uno Disney Sofia The First
67. My First Uno Curious George
68. My First Uno Spongebob Squarepants
69. My First Uno Miss Spider’s Sunny Patch Friends
70. My First Uno Sesame Street (1989)
71. My First Uno With the Koala Brothers

72. Uno Junior
73. Uno Junior Leo Lausemous
74. Uno Junior International
75. Uno Junior Paw Patrol The Movie
76. Uno Junior Paw Patrol The Mighty Movie
77. Uno Fisher-Price Laugh & Learn Counting and Colors
78. Uno 25th Anniversary Special Tin Edition
79. Uno Nintendo DSI
80. Uno Baby Animals
81. Uno MLB Boston Red Sox
82. Uno MLB St. Louis Cardinals
83. Uno MLB Texas City Rangers
84. Uno MLB Detroit Tigers
85. Uno MLB New York Yankees
86. Uno MLB Houston Astros
87. Uno MLB Minnesota Twins (2017)
88. Uno MLB Chicago Cubs (2009)
89. Uno MLF SF Giants
90. Uno MLB Kansas City Royals (2017)
91. Uno MLB LA Dodgers (2017)
92. Uno MLB Seattle Mariners
93. Uno Handheld 3L
94. Uno Electronic
95. Electronic Uno (2001)
96. Uno Card Game Blister (2001)
97. Uno Moo!
98. Uno Moo Preschool Game
99. Uno Moo WM Blitz
100. Uno Flip Splash
101. Uno Holiday
102. Uno Bundle Collector Tin
103. Uno Dos Combo Pack
104. Uno Dos Skip-Bo Bundle
105. 3 Card Game Bundle
106. Mattel World of Cards Bundle Pack
107. Uno Retro
108. Uno Tin
109. Uno With Uno Ultimate Foil Card
110. Uno 40th Anniversary Edition
111. Uno Mattel 75th Anniversary
112. Uno Minnesota Vikings
113. Uno Toys R Us Canada
114. Uno Tokyo 2020 Olympics
115. Uno Sydney 2000 Olympics
116. Uno The Hundreds
117. Uno Thank You Heroes
118. Uno Susan G. Komen
119. Uno St. Kilda
120. Uno Spring Celebration
121. Uno Spider-Man 3
122. Uno Simpsons Treehouse of Horror
123. Uno Simpsons Special Edition (2006)
124. Uno Sesame Street Japan
125. Uno Scooby Doo
126. Uno Puerto Rico
127. Uno Panama
128. Uno Polly Pocket
129. Uno A Charlie Brown Valentine
130. Uno Peanuts Red Baron
131. Uno Chicago Bears
132. Uno Collingwood

133. Uno Disney Pixar Collection (2012)
134. Uno Essendon
135. Uno Fremantle Dockers
136. Uno Geelong Cats
137. Uno Guatemala
138. Uno Hawthorne Hawks
139. Uno Hoops and Yoyo
140. Uno Richmond
141. Uno República Dominicana
142. Uno Port Adelaide
143. Uno Museum of Graffiti
144. Uno Jamaica
145. Uno Moncler Genius (Black)
146. Uno Moncler Genius (Yellow)
147. Uno Family Guy (Obey Me)
148. Uno Family Guy (Domination)
149. Uno Flip! Burger King
150. Uno Pocket ColaCao
151. Uno Pocket Burger King
152. Dos Burger King
153. Uno Coca-Cola (1998)
154. Uno My Neighbor Totoro (Japan)
155. Uno Vegemite
156. Uno The Nightmare Before Christmas (2010)
157. Uno Planes Fire and Rescue
158. Uno Planes (2014)
159. Uno Harry Potter (2002)
160. Uno Harry Potter (2011)
161. Uno Attack Jurassic World Dominion
162. My First Uno Nickelodeon Team UmiZoomi
163. My First Uno Little People
164. Uno AFL
165. Uno Pocket Lipton
166. Uno Pocket Barbie
167. Uno Chicago Cubs Special Edition (2004)
168. Uno Detective Conan
169. Uno McDonald's Fireman Sam
170. Uno Junior DC League of Superpets
171. Uno Game Demo Flash/HTML 5
172. Uno Adelaide Crows
173. Uno Carlton
174. Uno Melbourne Demons
175. Uno West Coast Eagles
176. Uno Western Bulldogs
177. Uno A Bathing Ape
178. Uno Drew House
179. Uno Kartell
180. Uno Vivetta
181. Uno Pocket Haribo
182. Uno Pocket Kinder Riegel
183. Uno Pocket Lidl
184. Uno Pocket Nestle Nesquik
185. King Size Uno
186. My First Uno Bob The Builder
187. My First Uno Angelina Ballerina
188. My First Uno Clifford The Big Red Dog
189. My First Uno Corduroy
190. My First Uno Fimbles
191. My First Uno Fireman Sam
192. My First Uno Mr. Men Little Miss
193. My First Uno Octonauts

194. My First Uno Sesame Street (1991)
195. My First Uno Sesame Street (2000)
196. My First Uno Sesame Street Elmo
197. My First Uno Yo Gabba Gabba
198. Uno Junior Coloring
199. Uno Waddingtons
200. Uno Disney Japan (1998)
201. Uno Disney Japan (2005)
202. Uno Splash Finding Dory
203. Uno Chhota Bheem
204. Uno South Aussie With Cosi SA Icons!
205. Uno 1990's
206. Uno Canada 150th Anniversary
207. Uno Columbia
208. Uno Costa Rica
209. Uno Ecuador
210. Uno El Salvador
211. Uno Honduras
212. Uno Philosophy di Lorenzo Serafini
213. Uno Province of Canada
214. Uno Toys "R" Us 50 Years Forever Fun
215. Uno Chic
216. Uno Royal
217. Uno Pocket Super Foodies
218. Uno Junior UK
219. Uno Deluxe 50th Anniversary Reissue
220. Uno Collector's Edition (1982)
221. Uno Mini San Carlo Junior
222. Uno NFL Greatest Stars Brett Favre
223. Uno It's The Great Pumpkin Charlie Brown (2009)
224. Uno Pocket Walcor
225. Uno Pocket Melegatti
226. Uno (Wii)
227. Uno (PS3)
228. Uno (PSP)
229. Uno (MSN Instant Messenger)
230. Uno Fifa WM (2006) (Germany)
231. Uno McDonalds Happy Meal Promotion (Ireland/UK)
232. Uno McDonalds Happy Meal Promotion Dreamworks Shrek (Ireland/UK)
233. Uno McDonalds Happy Meal Promotion Dreamworks Madagascar (Ireland/UK)
234. Uno McDonalds Happy Meal Promotion Dreamworks Trolls (Ireland/UK)
235. Uno McDonalds Happy Meal Promotion Dreamworks Megamind (Ireland/UK)
236. Uno McDonalds Happy Meal Promotion Dreamworks How To Train Your Dragon (Ireland/UK)
237. Uno Mecca Maxima
238. Uno Italia FIGC / Uno Azzurri (Italy) (2021)
239. Uno My Melody (Japan)
240. Uno Mini KMB (Hong Kong) (2023)
241. Get Wild 4 Uno
242. Uno Be@rbrick
243. Uno Pocket la Mia Pinsa
244. Uno Pocket Hansaplast
245. Uno Pocket Hubo
246. Uno Pocket Bip
247. Uno Pocket Nivea (Red)
248. Uno Betty Boop
249. Uno Boston Red Sox (Fenway Park)
250. Uno Chicago White Sox (US Cellular Field)
251. Uno New York Mets (Citi Field) (2009, 2010)
252. Uno New York Yankees (2017)
253. Uno New York Yankees (Yankee Stadium)
254. Uno Outdoor North American Fishing

255. Uno Philadelphia Phillies (Citizens Bank Park)
256. Uno Seattle Mariners (Open Roof)
257. Uno The Simpsons (2001, 2002)
258. Uno University of Michigan
259. Uno University of Southern California
260. Uno Burger King (2012)
261. Uno Pocket Sporting CP
262. Uno Pocket SL Benfica
263. Uno RL9
264. Uno Pocket Mitsis Hotels
265. Uno Itoke (Japan)
266. Uno Uchi-No-Gohan (Japan)
267. Uno University of Texas
268. Uno HD (Symbian Game)
269. Uno Free (Mobile)
270. Uno HD (Blackberry Playbook)
271. Uno Free (Kindle)
272. Uno (Blackberry 10)
273. Uno Together (Mobile)
274. Uno Hungry Jack's Wild Jackpot
275. Uno Batman (2012)
276. Uno Sumikko Gurashi (Japan)
277. Uno Ryu No Michi (Japan)
278. Uno Nintendo
279. Uno Eragon
280. Uno Star Trek Collector's Edition (2008)
281. Uno University of Notre Dame
282. Uno New York Yankees Alex Rodriguez
283. Uno Princess (2004)
284. Uno Fast and Furious
285. Uno Disney Princess Cinderella
286. Uno Pokémon Sword and Shield
287. Uno All Wild Grogu
288. Uno Calgonit
289. Uno Pocket Amplifon
290. Uno Pocket Leibniz
291. Uno Xatral
292. Uno Erste Sparkasse
293. UNO Pittsburgh Steelers (2007)
294. UNO St. Louis Cardinals (2005)
295. Uno Green Bay Packers (2006)
296. Uno New England Patriots (2007)
297. Uno Chicago Bears (2007)
298. Uno New York Jets (2006)
299. Uno New York Mets (2005)
300. Uno Texas Rangers (2005)
301. Uno Los Angeles Angels (2005)
302. Uno Philadelphia Phillies (2005)
303. Uno Boston Red Sox (2005)
304. Uno New York Yankees (2005)
305. Uno Chicago Cubs (2004)
306. Uno Florida Gators (2007)
307. Uno NBA ALL Stars Eastern Conference
308. Uno NFL AFC
309. Uno NFL NFC
310. Uno MLB Stars of the National League
311. Uno NFL Greatest Stars Tom Brady
312. Uno Cricket (Australia) (2020)
313. Uno LVIII Super Bowl San Francisco 49ers.
314. Uno CALottery Ticket
315. Uno Slot Machine

316. Uno Video Slots
317. Uno Undercover Demo
318. Uno3 (Flash)
319. Uno Challenge (Java Mobile)
320. Uno For Dos
321. Uno + Skip-Bo + Uno FreeFall (DS)
322. Uno Challenge Free Fall 2 In 1 (Java Mobile Game)
323. Uno Babybel
324. Uno Melegatti Milk Chocolate Egg
325. Uno Guayaquil
326. Uno Galapagos
327. Uno Quito
328. Uno Cuenca
329. Uno PS1
330. Uno Kebhouze
331. Uno Pocket Reinfels
332. Uno Pocket Pre Zero
333. The Original Uno (1995)
334. The Original Uno (Monte Carlo)
335. Uno Florida State University
336. Uno Arby's Mini Deck
337. Uno Arby's Kids Meal
338. Dos Arby's Kids Meal
339. Uno Manchester United
340. Uno England National Football
341. Uno Chelsea Football Club
342. Uno Attack Refill Deck (2002)
343. Uno Attack Refill Deck (2003)
344. Uno (Retro Rainbow Box) (2014)
345. Uno Simpsons Special Edition & Magic 8 Ball Gift Set
346. Uno Super Bowl LVII (2023)
347. Uno Toy Story (1997)
348. Uno Holiday With 3 Dollar Coupon
349. Uno Kittens
350. UNO Pocket Diables Rouges Carriefour
351. UNO Pocket Intermache
352. UNO Pocket Libella
353. UNO Pocket Rheinfels Quelle
354. UNO Pocket s.Oliver
355. Uno Pocket Coiff & Co.
356. Uno American Girl Prop Deck
357. Uno Boom-O
358. Uno and Uno Boom-O 2 In 1.
359. Uno Liverpool FC
360. Uno NFL Dallas Cowboys 2006
361. Uno American Kennel Club (Non-Sporting)
362. Uno Fantastic Chocolate Poptart Edition
363. Uno Hello Kitty (2007)
364. Uno Hello Kitty Special Edition (2008)
365. Uno Hello Kitty Special Edition (2010)
366. Uno Disney Adventures
367. Uno Explosion
368. Uno Petits Coraya
369. Uno World Series Champions St. Louis Cardinals (2006)
370. Oreo Play Pack UNO Edition
371. Uno Aegean Junior Pilots
372. Uno Kaufland
373. Uno Fini
374. Uno Pocket Starbucks
375. Uno American Kennel Club Terrier Group
376. Uno American Kennel Club Herding Group

377. Uno 20th Anniversary Commemorative Edition
378. Uno Puppies
379. Uno Pocket Ace (Germany)
380. Uno Despicable Me Minion Made
381. Uno Hotwheels Promotional Set (2017)
382. Uno Instant Ticket Lottery (All States)
383. Uno Chicago White Sox (2007)
384. Uno Pocket Hotwheels
385. Uno Express Hotwheels
386. Uno Samsung Smart TV
387. 3 Game Bundle (Snappy Dressers)
388. Uno Auburn University Tigers
389. Uno Spongebob Schwammkopf (Germany)
390. Uno Pokemon Sun and Moon
391. Uno X Mister Cartoon X Stance
392. Dos Mini Hotwheels Promotional Set
393. Uno Outdoor North American Wildlife
394. Uno Chicago Bears (2009)
395. Uno Green Bay Packers (2009)
396. Uno New England Patriots (2009)
397. Uno New York Giants (2009)
398. Uno New York Jets (2009)
399. Uno Philadelphia Eagles (2009)
400. Uno The Wizard of Oz
401. Uno Fifty Years of Being Wild Nike Zoom Freak 3
402. Uno NHL Calgary Flames
403. Uno NHL Edmonton Oilers
404. Uno NHL Montreal Canadians
405. Uno NHL Ottowa Senators
406. Uno NHL Stars of Finland
407. Uno NHL Stars of Sweden
408. Uno NHL Toronto Maple Leafs
409. Uno NHL Vancouver Canucks
410. Uno University of Georgia Bulldogs
411. Uno Horses
412. Uno Mini (2015)
413. Uno Doraemon (1997)
414. Uno Holden
415. Uno Canvas The Beatles
416. Uno Barbie (White)(2018)
417. Uno 35th Anniversary
418. UNO Seattle Mariners Ichiro Suzuki
419. Uno Card Game Sample Pack (1998)
420. Uno NBA Cleveland Cavaliers Lebron James 26 Card Sample Pack
421. Uno Disney Characters (Japan)
422. Uno Deluxe Disney Characters (Japan)
423. Uno Disney Princess Ariel (2022)
424. Uno Penn State Nittany Lions
425. Uno Prestige
426. Uno Kikkoman (Japan)
427. UNO NFL Greatest Stars: LaDainian Tomlinson
428. UNO Boston Red Sox Daiske Matsuzaka
429. Uno KFC
430. Uno Coca-Cola (Japan)
431. Uno Coca-Cola Merry Christmas
432. Uno Butterfly e a Princesa Fairy
433. Uno Fandom Disney Villains
434. Uno Würfel
435. Uno Megapack
436. Uno Max Steel (Blue Box) (2013)
437. Uno MLB Greatest Stars Boston Red Sox David Ortiz

438. Uno NFL Greatest Stars Chicago Bears Brian Urlacher
439. My Uno
440. Uno Canvas Barbie
441. Uno Racing
442. Uno DX
443. Uno SuperLite 1500 Series
444. Uno Small World
445. Uno Small World 2
446. Uno University of Alabama
447. Uno Junior (Germany)
448. Uno Western Union International
449. Uno Junior Micky Maus Wunderhaus
450. My First Uno Mickey Mouse Clubhouse Toys ‘R’ Us
451. Uno Captain D’s
452. Uno Uno Flip! Twin Pack Double The Fun!
453. UNO St. Louis Cardinals Albert Pujols
454. UNO Chicago Bears (Bear Down)
455. Uno Burger King Jr.
456. Uno Flip! Burger King Jr.
457. Uno 50 Years of Being Wild Burger King Jr.
458. Uno Kellogs
459. Uno H20 To Go Sport
460. Uno Batman (2024)
461. Uno Fast
462. Uno Zoo & Co.
463. Uno Boom-O + Bonus
464. Uno Cinq-o Bundle
465. Uno Dominos Burger King (Spanish)
466. Uno Simpsons Homer Head (2007)
467. Uno Flip! Minute
468. Uno Pocket Kinder Nutella
469. Uno Pocket Popeyes
470. Uno Pocket Font Vella Lanjarón
471. Uno Impulse
472. Uno Wizz
473. Uno Rummy
474. Uno Pocket E. Leclerc
475. Uno Pocket Santa Maria
476. Uno Pocket Raiffeisen
477. Uno Pocket Casio
478. Uno Pocket Nivea Sun
479. Uno Pocket Nivea (White)
480. Uno Pocket Lay’s
481. Uno Pocket Barbie Naturaverde
482. Uno Pocket Barbie Supradyn
483. Uno X Keiichi Tanaami
484. Uno Burger King (2015)
485. Uno Imaginarium Edition
486. Uno Blvck
487. Uno Artiste Gray Malin
488. Uno Car Party! BMW
489. Uno Houseparty
490. Uno WEBOS
491. Uno Kick
492. Uno Jubiläum
493. Uno Pocket Kinder (Italy)
494. Uno Caprice
495. Uno Slam
496. Uno Raiffeisen Club
497. Uno Canvas Día de Muertos
498. Uno Pocket Kellogg’s

499. Uno Hotwheels Supradyn
500. Uno Mini Oreo
501. Uno Adult Party Pack
502. Uno Domino (Eu)
503. Uno x Anti Social Social Club
504. Uno H2O To Go 40th Anniversary
505. Buy Uno… Get Baha FREE!
506. Uno Fifty Years Of Being Wild ASHER
507. Uno, Scrabble and Pictionary A Special Gift Pack
508. Uno Jigsaw Puzzle 300 Piece
509. Uno Pocket Findus
510. Giant Uno Quatro
511. Uno Global Contest Winning Rule Inside!
512. Uno Special Uno Remix! Wild Cards!
513. The Original Uno Skip-Bo Coupon
514. Uno Score Pad
515. Uno Flip Extreme!
516. Uno All Wild! Pocket
517. Uno Spin 40th Anniversary Edition
518. Uno Roboto 40th Anniversary Edition
519. Uno Rocking Robot (Germany)
520. Uno Dados (Portugal)
521. Uno America's Most Popular Family Card Game (Japan)
522. Uno America's Most Popular Family Card Game (European Type) (Japan)
523. Uno Disney Characters Street Fashion (Japan)
524. Uno Disney Characters Old Fashioned (Japan)
525. Uno Retro Mini Capsule Game (Japan)
526. Uno All Wild! Mini Capsule Game (Japan)
527. Uno Pocket Vilsa
528. Uno Pocket Rood Bonter (Netherlands)
529. World's Smallest Games On The Go Blind Box
530. Uno Ubisoft Legacy Edition
531. Uno Ubisoft Ultimate Edition
532. Dos Splash
533. Xbox Live Arcade Compilation Disk
534. Xbox Live Arcade Compilation Disk + Sega Superstars Tennis Bundle
535. Uno Express Dos Express 2 Card Games In 1
536. Uno + Blink 2 Card Games In One
537. Blink + Uno Bonus
538. Uno + Snappy Dressers 2 Card Games In One
539. Uno + Low Down 2 Card Games In One
540. Buy Uno… Get Stun FREE!
541. Buy Uno… Get Sting FREE!
542. Kaboodl + Uno Bonus
543. FREE Buy Uno Try Uno Hearts Free!
544. Uno Stacko Travel Size Bonus Pak The Original Uno Bonus
545. The Original Uno + 5 Alive Bundle
546. The Original Uno + Uno Toy Story (1997) Bonus
547. The Original Uno + My First Uno Disney Winnie The Pooh Two For One
548. Uno Flip! Plus Bold
549. Uno Bundle Of Joy
550. Uno JDabrowsky (Poland)
551. Uno Flip + Pictionary + Apples To Apples Family Games Value Pack!
552. Uno Junior + Safari Sprint + Make A Match Little People Preschool Games Value Pack!
553. Uno + Uno Flip + Uno All Wild! + Dos + Skip-Bo + Phase 10 6 Card Games Travel Case
554. Uno + Uno House Rules! + Uno All Wild! + Dos + Phase 10 + Ono 99 6 Card Games Mega Pack!
555. Uno + Uno Flex! + Uno Flip! + Ono 99 + Phase 10 + Blink 6 Card Games Mega Pack!
556. Uno + Uno All Wild! + Uno Wild Twists Playing Cards + Dos + Phase 10 + Skip-Bo + Ono 99 + Pictionary Game Night 8 Card Games Bundle
557. Uno + Dos + Phase 10 + Mad Gab + Blink + Bold + Low Down + Snappy Dressers 8 Card Games Mega Pack!
558. Uno + Dos + Phase 10 + Mad Gab + Blink + Bold + Pic Flip + Pictionary 8 Card Games Mega Pack!

559. Uno + Uno Flip! + Phase 10 + Mad Gab + Blink + Bold + Low Down + Common Threads 8 Card Games Mega Pack!
560. Uno + Phase 10 + Ono 99 Tin Box Bundle
561. Uno + Phase 10 + Pic Flip Tin Box Bundle
562. Uno Canvas Baseman
563. Uno Fandom Star Wars Dark Side
564. Uno Junior International Mini Capsule Game (Japan)
565. Uno Junia Pau Patorōru Za Mūbī (Japan)
566. Uno Junia Pau Patorōru Za Maiti Mūbī (Japan)
567. Uno Hanpa nē! (Japan)
568. Uno Ana to Yuki no Joō 2 (Japan)
569. Uno Junior (Germany)(2021)
570. Uno Pocket MiSight
571. Uno Pocket Zeeuw & Zeeuw
572. Uno Polly Pocket (Four Languages)(2006)
573. Uno Polly Pocket (Five Languages)(2006)
574. Uno Polly Pocket (2012)
575. Uno Polly Pocket (Portugal)(2014)
576. Uno Persil
577. King Size Uno Pooh
578. Big Uno Pooh (Japan)
579. Uno Junior Fireman Sam
580. Uno Pocket Pizza 73 (2021)
581. Uno Stiica e Pula
582. Uno Bob The Builder King Size
583. World's Smallest Classic Mini Collectable Toys Blind Ball
584. Uno Pocket (Green)
585. Uno Pocket (White)
586. Uno Pocket A Gift From Mentos
587. Uno Pocket Burger King (Yellow)
588. Uno Go! Burger King Crown
589. Uno Burger King Mini (Green)
590. Uno Special Summer Edition With Free Flying Disc
591. Buy Uno… Get Top That! Free!
592. The World's No. 1 Family Card Game Uno Free £50 USA Holiday Voucher
593. Giant Uno With Customizable Wild Cards
594. Uno Lindt Latte
595. Uno Pocket Lindt Teddy
596. Uno Splash (2025)
597. Uno H20 (2025)
598. Uno Zapia (Greece)
599. Mini Uno Stacko
600. Xbox Live 12 Month Xbox Live Vision Gold Pack
601. Uno Uno 4 All Sweepstakes!
602. Uno $5 Off Mattel Card Games COUPON INSIDE!
603. Get Wild 4 Uno Save $1 Card game
604. Free! With Purchase of Skip-Bo - Uno America's #1 Family Card Game
605. My First Uno Thomas And Friends (Thomas Case)(2006)
606. My First Uno Thomas And Friends King Size (2009)
607. My First Uno Disney Winnie The Pooh (Germany)(2004)
608. My First Uno Disney Winnie The Pooh (2012)
609. Uno Keb Houze
610. Dos Pocket Heisse Tasse
611. Uno Global Contest Winning Rule Inside! (Five Languages)
612. Uno Pocket Grill Courte Pallile
613. Uno All Wild! KFC (France)
614. Uno Plenitude
615. Uno Pocket Nade
616. Uno Spongebob + Magic 8 Ball Bundle
617. Uno KFC Icon Series 1970's
618. Uno Wendy's Kids' Meal
619. Uno Mini Sparkasse

620. Mattel Jeux Vous Aime (France)
621. Dos Second Edition KFC
622. Uno KFC (2025)
623. Uno Challenge Adults Only (Germany)
624. Uno Défis 18+ (France)
625. Uno Facebook
626. Uno Mini Cadbury Dairy Milk
627. Uno New York Yankees 2008 Sample Pack
628. Uno $2 Off Other Uno Games COUPON INSIDE!
629. Uno $5
630. Uno Mattel 80th Anniversary Ruby Red
631. The Original Uno Win! A $1000 Mattel Shopping Spree Instantly
632. Uno Roboto My Uno Promotion
633. Uno Party (2025)
634. Uno Dora The Explorer 3-In-1 Play Pack
635. Uno America's Family Card Game Sensation
636. Uno Number One In Family Fun
637. Uno Power
638. Uno Totem Power
639. Uno Junior Gabby's Dollhouse
640. Uno + Scrabble Dash 2 en 1 (Latin America)
641. Uno Zero
642. Uno Pocket Pizza Pizza (Canada) (2022)
643. Uno Love (France)
644. Uno + ONO 99 + Skip-Bo Replay the Classics Vintage Card Game 3-Pack!
645. Uno Win A Fiat Uno 45
646. Uno Canvas Loteria
647. Uno Fan Favorites Bundle
648. Uno Canvas Billie Eilish
649. Uno Pocket A Gift From Fanta (Spain)
650. Uno $3 Off Other Uno Games COUPON INSIDE! Includes Special House Rules!
651. FREE Buy Uno Try 5 Alive Free!
652. Giant Uno (Cardinal Industries)
653. Uno Attack 40th Anniversary Edition
654. Uno Cars 2 40th Anniversary Edition
655. New! Uno Reflex 40th Anniversary Edition
656. New! Uno Flash
657. New Uno Tippo
658. Uno Spin Traveler (Japan)
659. Uno Pocket Dr. Oetker
660. Uno You're numero Uno with WUI
661. Free Sample with Purchase of Uno Game - ONO 99
662. Mitt Forstra Uno (Sweden)
663. Uno In Due (Italy)
664. Uno Pocket Hotwheels Naturaverde
665. Uno Fur de ganze Familie (Germany)
666. Uno - NEU aus Amerika Kartenspiel Sensation (Germany)
667. Uno An Exciting Family Card Game / Un Passionnant Jeu De Cartes Familial! (Canada)
668. De Luxe Uno (Brazil)
669. Uno Pocket McDonald's (Hong Kong)
670. Buy Uno & Get Boom-O Bonus Pack!
671. Uno Canvas Peanuts 75 Years
672. Uno $3 Off Mattel Dice Games COUPON INSIDE!
673. Uno Mattel 75th Anniversary Employees Only Thank You
674. Happy New Year Uno 2022 Employees Only (Japan)
675. Uno Mattel International 20th Anniversary Employees Only (Japan)
676. Uno Artiste Vexx
677. Uno Pocket Nivea (Blue) (2016) (Belgium)
678. Uno Stacko (2025)
679. Uno Gold
680. Buy Uno & Get Skip-Bo! Bonus Pak

681. Uno + Bold 2 Card Games In One!
682. Uno Canvas MoMA
683. Uno Smart Dice (China)
684. Uno Bang-Bang Fun (China)
685. Uno Go! $1.25 USD
686. Uno The Nightmare Before Christmas (2005) (Japan)
687. Uno 40th Anniversary Edition Enter for a chance to WIN $40K in prizes!
688. Uno Attack Refill Deck (2005)
689. Play To WIN with Uno (Hong Kong) (1988)
690. Uno Play With Pride
691. Uno Fifty Years of Being Wild
692. Uno Artiste Keith Haring
693. Uno Artiste Nina Chanel Abney
694. Uno Artiste Shepard Fairey
695. Uno Artiste Takashi Murakami
696. Uno Artiste Shantell Martin
697. Uno Artiste Ken Done (Australia)
698. Color Screen Uno

Generally, all Uno versions that contain color blindness support as an alternative to their base version will be excluded, as color blindness support is already planned. Here is a non-comprehensive list of versions like this:

1. Uno (Colorblind Accessible)
2. Uno All Wild (Colorblind Accessible)
3. Giant Uno (Colorblind Accessible)
4. Uno Show ‘Em No Mercy (Colorblind Accessible)
5. Uno Flex (Colorblind Accessible)

Reserved For Expansions:

These versions have been documented and are being reserved for future expansions in Chemicards, otherwise there would never be a base game to begin with. Ideally, these versions will receive physical expansions for the base game once the base game is complete assuming there is enough support for them. Regardless of what happens with the physical release, these versions will eventually be incorporated into the Tabletop Simulator port of Chemicards.

1. Uno Arcade Edition (Apple Arcade)
2. Uno Teams!
3. Uno Show ‘Em No Mercy Deadpool
4. Uno Show ‘Em No Mercy Deadpool Reverse Draw 10 Promo Card
5. Uno Elite NFL Core Edition (2024)
6. Uno Elite NFL Draft Expansion Pack (2024)
7. Uno Beetlejuice Beetlejuice
8. Uno Crayon Shinchan (Japan)
9. Uno One Piece (2024) (Japan)
10. Uno Chiikawa (Japan)
11. Uno Fandom Batman The Animated Series
12. Uno Fandom Batman Batmobiles & Gadgets
13. Uno Fandom Batman Classic TV Series
14. Uno Moana 2
15. Mini Uno Bullseye
16. Uno Add-On Packs! Speed Pack
17. Uno Add-On Packs! Swap Pack
18. Uno Add-On Packs! Reverse Pack
19. Uno Add-On Packs! Stack Pack
20. Uno Pixar (2025)
21. Uno Barbie (2025)
22. Uno Fandom She-Ra Princess of Power
23. Uno Fandom Monster High Fearbook
24. Uno The Quintessential Quintuplets (Japan)
25. Uno Expo 2025 (Japan)

26. Uno Blue Lock (Japan)
27. Uno Fandom Star Wars Troopers
28. Uno Fandom Star Wars Posters
29. Uno Fandom Star Wars Droids
30. Uno Demon Slayer (Japan)
31. Uno Superman (2025)
32. Uno Simpsons (2009)
33. Uno Card Premium Pack With A UNIQUE Uno Card Box
34. Uno Jurassic World Rebirth
35. Uno Chainsaw Man Reze Arc (Japan)
36. Uno Jujutsu Kaisen (Japan)
37. Uno Fandom NFL Jacksonville Jaguars
38. Uno Fandom NFL Cincinnati Bengals
39. Uno Fandom NFL New Orleans Saints
40. Uno Fandom NFL Buffalo Bills
41. Uno Fandom NFL Las Vegas Raiders
42. Uno Fandom NFL Minnesota Vikings
43. Uno Fandom NFL Los Angeles Chargers
44. Uno Fandom NFL Los Angeles Rams
45. Uno Fandom NFL Green Bay Packers
46. Uno Fandom NFL New York Giants
47. Uno Fandom NFL Seattle Seahawks
48. Uno Fandom NFL Tampa Bay Buccaneers
49. Uno Fandom NFL Houston Texans
50. Uno Fandom NFL Detroit Lions
51. Uno Fandom NFL Baltimore Ravens
52. Uno Fandom NFL Tennessee Titans
53. Uno Fandom NFL Atlanta Falcons
54. Uno Fandom NFL Cleveland Browns
55. Uno Fandom NFL Denver Broncos
56. Uno Fandom NFL Carolina Panthers
57. Uno Fandom NFL Chicago Bears
58. Uno Fandom NFL New York Jets
59. Uno Fandom NFL Arizona Cardinals
60. Uno Fandom NFL Indianapolis Colts
61. Uno Fandom NFL Miami Dolphins
62. Uno Fandom NFL Washington Commanders
63. Uno Fandom NFL Super Bowl LIX Eagles (2025)
64. Uno Elite NFL Core Edition Starter Pack Look For Special Viper Cards! (2025)
65. Uno Elite NFL Core Edition Starter Pack Look For Special Kaleidoscope Cards! (2025)
66. Uno Elite NFL Core Edition Booster Set Look For Special Viper Cards! (2025)
67. Uno Elite NFL Core Edition Booster Set Look For Special Kaleidoscope Cards! (2025)
68. Uno Elite NFL Core Edition Booster Set Plus Look For Special Viper Cards! (2025)
69. Uno Elite NFL Core Edition Booster Bundle Look For Special Kaleidoscope Cards! (2025)
70. Uno Elite NFL Alt Jerseys Edition Starter Pack Look For Special Hypnotic Cards! (2025)
71. Uno Elite NFL Alt Jerseys Edition Booster Set Plus Look For Special Hypnotic Cards! (2025)
72. Liar’s Uno Trust No One
73. Uno Hotwheels (Italy) (2021)
74. Uno Attack On Titan (Japan)
75. Uno Add-On Packs! Billie Eilish
76. Uno Wednesday
77. Uno Fandom Gremlins
78. Uno Fandom Chucky
79. Uno Wicked
80. Uno The Simpsons (2025)
81. Uno America’s Newest Card Game Craze! (1973)

Expansion Eliminations:

These versions will be eliminated once certain entries in the “Reserved For Expansions” have been added, due to the mechanics present in them being identical to that of a version on the other list.

1. Uno Show ‘Em No Mercy Chimichanga!
2. Uno Fandom NFL Super Bowl LIX Chiefs (2025)
3. Uno + Uno Add-On Packs! Reverse Pack + Uno Add-On Packs! Stack Pack
4. Uno Add-On Packs! Speed Pack / Tempo-Set (Germany)
5. Uno Add-On Packs! Swap Pack / Tausch-Set (Germany)
6. Uno Add-On Packs! Reverse Pack / Retour-Set (Germany)
7. Uno Add-On Packs! Stack Pack / Stapel-Set (Germany)
8. Uno Add-On Packs! Speed Pack / Coffret Accélérer (Canada)
9. Uno Add-On Packs! Swap Pack / Coffret Échanger (Canada)
10. Uno Add-On Packs! Reverse Pack / Coffret Inversion (Canada)
11. Uno Add-On Packs! Stack Pack / Coffret Empiler (Canada)
12. Uno Add-On Packs! Pack d’Extension Vitesse / Pack Velocità (France/Italy)
13. Uno Add-On Packs! Pack d'extension échange de cartes / Pack scambia (France/Italy)
14. Uno Add-On Packs! Pack d’Extension Inversion / Pack Cambia Giro (France/Italy)
15. Uno Add-On Packs! Pack d'extension cumul / Pack accumula (France/Italy)
16. Uno Add-On Packs! Gyorsítócsomag / Pakiet Przyspieszenie (Hungary/Poland)
17. Uno Add-On Packs! Cserélőcsomag / Pakiet Wymiana Kart (Hungary/Poland)
18. Uno Add-On Packs! Gyorsítócsomag / Pakiet Przyspieszenie (Hungary/Poland)
19. Uno Add-On Packs! Húzz Plusz Lapot Kártyacsomag / Pakiet Dokładanie (Hungary/Poland)
20. Uno Add-On Packs! Kartes Tachytitas / Hız Kartları (Greece/Turkey)
21. Uno Add-On Packs! Kartes Antallagis / Takas Kartları (Greece/Turkey)
22. Uno Add-On Packs! Kartes Allagis Foras / Yön Değiştir Kartları (Greece/Turkey)
23. Uno Add-On Packs! Kartes Stoivagmatos / Katlama Kartları (Greece/Turkey)
24. Uno Add-On Packs! Pack de Velocidad / Pack Velocidade (Latin America)
25. Uno Add-On Packs! Pack de Cambio / Pack Trocar (Latin America)
26. Uno Add-On Packs! Pack de Reversa / Pack Inverter (Latin America)
27. Uno Add-On Packs! Pack Para Sumar / Pack Empilhar (Latin America)
28. Liar’s Uno Where Lying Isn’t Cheating
29. Liar’s Uno Truth Is Optional
30. Liar’s Uno Don’t Get Caught

Unofficial Versions:

Versions That Won’t Be Added Because They’re Either Unofficial or Nonexistent:

1. Uwuno
2. Uno Right Up
3. Uno The Smurfs
4. Drunk Uno
5. Uno Infinite (This one is super awesome though. Go play it now on TTS!)
6. Locofficial
7. TAKI
8. Uno Pokémon Colosseum
9. Uno Bakugan Battle Brawlers
10. Crazy Eights
11. Black Jack
12. Eleusis
13. Last Card
14. Macau
15. Mao
16. Mau Mau
17. One Card
18. Uno Chess
19. Uno Star Wars The Force Awakens
20. Tycoon
21. Uno Jodhaa Akbar
22. Uno Ultraman (Red) (Tofou)
23. Uno Ultraman (Blue)(Tofou)

24. Uno Planes (2003) (Maiiel)
25. Can-Can
26. Uno Ben 10 (Kim Possible!)
27. Uno Big Hero Six
28. Uno Peppa Pig
29. Uno Pokémon Go
30. Marvel Uno The Avengers
31. Uno Marvel Age of Ultron
32. Uno Frozen (Maiiel)
33. Uno Sofia The First (Maiiel)
34. Uno Paw Patrol (Maiiel)
35. Uno Funny Game
36. Echad
37. Uno Lilo and Stitch
38. Uno BLACKPINK Venom
39. Uno LFC Legends
40. Uno Go!!
41. Nutella Card Game
42. Uno Star Kids
43. Uno Stray Kids
44. Dual Uno
45. Uno Savri
46. Uno (MS-DOS)
47. UnoScore (MS-DOS)
48. Uno (Sharp X68000)
49. Solo
50. Solo Mino
51. Color Play
52. Uno Tom And Jerry
53. Uno Hello Kitty “Card Game”
54. OUN
55. UNOMISTO
56. UMO MOMENTO
57. UNITO
58. UNOfiesta Kids
59. Quno H2O
60. Uno Maybe Me?
61. Uno X Battle Super Destroying
62. Uno Dai Chien
63. Uno Expansion Pack 1
64. Uno Storm Expansion Pack 2
65. Uno Battle
66. Uno Angry Birds Star Wars
67. Ocho
68. Orz
69. Carte (MS-DOS)
70. Ochos Locos
71. Uno Plants Vs. Zombies (China)
72. Uno Spongebob Squarepants (Rainbow Box Bootleg)
73. Uno Minnie Mouse King Size Card Game
74. Uno (Mickey and the gang Bootleg)
75. Black Uno Card Game
76. UNO Dallas Mavericks Dirk Nowitzki
77. UNO Denver Nuggets Carmelo Anthony
78. UNO Miami Heat Dwyane Wade
79. UNO Miami Heat Shaquille O'Neal
80. UNO Los Angeles Lakers
81. UNO Kentucky Wildcats
82. My First Uno Go Diego Go!
83. Uno All Special Cards
84. U-NO

85. +Uno
86. +Dos
87. +Tres
88. +Cuatro
89. Uno Butter
90. Uno Winx Club
91. Uno BTS Proof
92. Uno Chiquititas
93. Uno Anime
94. Uno Dora The Explorer (Maiiel)
95. Uno Spy X Family (UNO)
96. Uno Chainsaw Man
97. Uno Jujutsu Kaisen
98. Uno Elite Marvel
99. Uno Supersentai
100. Uno Blast (Indonesia)
101. One Show ‘Em SAVAGE!
102. One (Series) (Indonesia)
103. Lino Flip
104. Uno Adult NSFW
105. Uno All Special Edition Cards Pack
106. One All Fusion Wild!
107. Uno All Bomb Cards
108. Uno Show ‘Em No Mercy PLUS

Unreleased Versions:

Versions or cards that were revealed to the public but never publicly released (All of these are viable for a future expansion):

1. Uno Show ‘Em No Mercy April Fools 2024 “Wild Draw 100” Card. (Draw 100)
2. Uno Pizza 73 “Pick Up 73” Card (Draw 73)
3. Uno Wild “Wash Hands” Card.
4. Uno “I Would Draw 2 For You” Card.
5. Uno “Please Don’t Ask What My Valentine’s Day Plans Are” Card.
6. Uno “You Make My Heart Skip A Beat” Card.
7. Uno “You Make Me Go WILD” Card.
8. Uno “Everyone Else Draws 4” Card.
9. Uno “Mazda USA’s Wild Card” Card. (When played, all players make car noises until a red card is played.)
10. Uno Dare Advertisement Pre-Written Dares.
11. Unused Command Cards from Uno Undercover.
12. Uno Customizable Wild Card “Thought Starters”
13. Uno Happy Birthday Pre-Written Custom Cards.
14. Wild “What Would Your Wild Card Do?” card.
15. Wild “Make It Rain UNO!” card.
16. All Uno Instagram Rules of the Day.
17. Uno Wild Jackpot Customizable Wild Suggestions.

Unqualified Cameos:

Games That Don’t Qualify for Cameo Appearances:

1. Blink
2. Bold
3. The Dukes of Hazard Card Game
4. Slap Jak
5. Baha
6. Catchword
7. Color Bunch
8. Grabitz
9. Gremlins Card Game

10. Kaboodl
11. Land Race
12. Letter Ladder
13. Low Down
14. Mad Gab
15. Quitch
16. Rage
17. Sea World Fish Card Game
18. Snappy Dressers
19. Snorks
20. Stun
21. Sting
22. Space Rockets
23. Trumpet
24. Top That!
25. Whac-A-Mole
26. Vantage
27. Angry Birds Card Game
28. Cinq-o
29. Mille Borne
30. Hotwheels Acceleracers The Collectable Card Game
31. Card 'N Go Seek
32. G.I. Joe Card Game
33. Frantic
34. Scrabble Dash
35. Swim
36. Pirat

Generally, objects or merchandise that have the Uno brand or logo on them will be excluded.
Generally, non-game Uno representation will be excluded.
Generally, spin-offs of cameo games will be excluded.

Uno Lost Media:

Uno Versions That Are Considered Not Real/Lost Media/Too Far Out to Release/Don't Have Enough Info To Add and Excluded From Base Chemicards.
These versions could still make it into potential expansions if they are found/released!

1. UNO Fat Albert and the Cosby Kids
2. Uno Barbie Sapatilhas Magicas
3. Uno Barbie Pink Shoes
4. Uno Barbie The Pearl Princess
5. Uno Portal Secreto
6. Uno Pirates of the Caribbean At World's End (Black Pearl)